

# TRAINING



# BULLETIN

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*"Department Training Bulletins shall be used to advise members of current police techniques and procedures and shall constitute official policy."*

## **OPD Crowd Control and Crowd Management Policy**

The purpose of this Training Bulletin is to set forth policy and procedures regarding crowd management and crowd control.

### **I. Policy**

The Oakland Police Department crowd management and crowd control policy is to

- apply the appropriate level of direction and control to protect life, property, and vital facilities;
- maintain public peace and order; and
- uphold constitutional rights of free speech and assembly while relying on the minimum use of physical force and authority required to address a crowd management or crowd control issue.



## **II. Definitions**

### **A. Crowd Management**

Crowd management is defined as techniques used to manage lawful public assemblies before, during, and after an event for the purpose of maintaining the event's lawful status. Crowd management can be accomplished in part through coordination with event planners and group leaders, permit monitoring, and past event critiques.

### **B. Crowd Control**

Crowd control is defined as those techniques used to address unlawful public assemblies, including a display of formidable numbers of police officers, crowd containment, dispersal tactics, and arrest procedures.

### **C. First Amendment Activities**

First Amendment activities include all forms of speech and expressive conduct used to convey ideas and/or information, express grievances, or otherwise communicate with others and include both verbal and non-verbal expression.

Common First Amendment activities include, but are not limited to, speeches, demonstrations, vigils, picketing, distribution of literature, displaying banners or signs, use of puppets to convey a message, street theater, and other artistic forms of expression. All these activities involve the freedom of speech, association, and assembly and the right to petition the government, as guaranteed by the United States Constitution (First Amendment) and the California Constitution (Article 1, Sections 2 & 3).

All persons have the right to march, demonstrate, protest, rally, or perform other activities protected by the First Amendment of the United States Constitution and the California Constitution.

The government may impose reasonable restrictions on the time, place, or manner of protected speech, provided the restrictions are justified without reference to the content of the regulated speech, that they are narrowly tailored to serve a significant governmental interest, and that they leave open ample alternative channels for communication of the information.

### **D. Demonstration**

Demonstration is used generically in this Training Bulletin to include a wide range of First Amendment activities which require, or which may require, police traffic control, crowd management, crowd control, crowd dispersal, or enforcement actions in a crowd situation.

As used in this Training Bulletin, the term, demonstration, means a public display of a group's or individual's feeling(s) toward a person(s), idea, cause, etc and includes, but is not limited to, marches, protests, student walk-outs, assemblies, and sit-ins. Such events and activities usually attract a crowd of persons including participants, onlookers, observers, media, and other persons who may disagree with the point of view of the activity.



## **E. Crowd Event or Crowd Situation**

This Training Bulletin covers all crowd events or crowd situations, including sporting events, festivals, concerts, celebratory crowds, and demonstrations as defined above.

## **III. General Principles**

The Oakland Police Department's Crowd Management/Crowd Control Policy consists of the general principles discussed below.

### **A. Planning**

1. Command staff shall be notified immediately of large or potentially disruptive demonstrations and/or crowd events.
2. The Incident Commander shall be responsible for the development of a written operations plan.
3. The Incident Command System shall be used for managing crowds and acts of civil disobedience.
4. OPD shall make every effort to follow the principle of establishing contact and communication with the event or demonstration planners.

Stakeholder involvement is critical to the overall success of managing crowd events and/or civil disobedience during demonstrations. If knowledge exists that a demonstration or crowd event may happen or will happen, OPD shall proactively and repeatedly make every reasonable attempt to establish and to maintain communication and cooperation with representatives or leaders of the demonstration or crowd event, without regard to whether a permit has been applied for or issued.

When planning for and responding to demonstrations, crowd events, and civil disobedience situations, Incident Commanders assigned to these incidents shall facilitate the involvement of stakeholders. If and when communication is established, personnel shall make every effort to identify representatives or leaders of the event and identify a primary police liaison. The primary police liaison should be requested to be in continuous contact with an assigned police representative, preferably the Incident Commander or someone with continuous access to the Incident Commander.

A group's failure to respond to OPD attempts to establish communication and cooperation prior to a demonstration shall not mitigate OPD's efforts to establish liaison and positive communication with the group as early as possible at the scene of the demonstration or crowd event.



5. Spontaneous demonstrations or crowd events, which occur without prior planning and/or without prior notice to the police, present less opportunity for OPD planning and prevention efforts. Nonetheless, the same policies and regulations concerning crowd management, crowd control, crowd dispersal, and police responses to violence and disorder apply to a spontaneous demonstration or crowd event situation as to a planned demonstration or crowd event. Incident Commanders shall involve representatives of demonstrators or crowd events when planning and responding to both planned and spontaneous events.

## **B. Deployment**

- I. Decisions about crowd dispersal and general strategies about crowd containment or crowd redirection, multiple simultaneous arrests, planned individual arrests, or planned use of force shall be made at the level of the Incident Commander or higher.
  - a) If such decisions are made by higher ranking off-site OPD officials, it is required that the Incident Commander first be consulted about the state of affairs in the field and the potential consequences of the decision.
  - b) All such decisions shall be documented in writing with regard to time, the identity of the person making the decision, and the precise decision and directions given. Such documentation shall be made at the time of the decision or as soon thereafter as possible and included in an After Action Report.

This directive shall not preclude individual commanders, supervisors, and officers from defending themselves or others from imminent danger when the delay in requesting permission to take action would increase the risk of injury.

1. OPD recognizes that the designated police liaison may change during the course of an event and that leadership of certain groups may not exist nor desire to be identified. No retaliatory practices or adverse action shall be taken by OPD against a group because it has failed or refused to appoint a police liaison or otherwise establish lines of communication with OPD.
2. Communication with the identified police liaison shall continue even if enforcement actions commence.
3. As staffing permits, officers should be deployed to the best available vantage points to observe and report crowd actions.
4. Lines of control should be established, especially in events that involve protesters with opposing views. Whenever possible, hostile factions should be separated.
5. Considering the type of crowd involved is an important factor in responding properly to its behavior.
6. Crowds may vary from cooperative or celebratory to non-compliant, hostile, and combative. Organized demonstrations in which some engage in coordinated, nonviolent civil disobedience should be distinguished, to the extent possible, from crowds in which substantial numbers of people are engaged in other types of unlawful acts.



### C. Policing a Crowd

1. Sufficient resources to make multiple simultaneous arrests should be available at demonstrations where such arrests are a reasonable possibility. However, this need must be balanced against the fact that a large and visible police presence may have a chilling effect on the exercise of free speech rights.

Where additional resources are needed, they should be deployed to the greatest extent possible so they are not readily visible to the crowd. When possible, officers should be at their posts well in advance of arriving participants. If possible, officers should be positioned at a reasonable distance from the crowd to avoid a perception of intimidation.

2. In general, OPD officers shall work together in squads or platoons when policing a demonstration.
3. Each officer shall wear a badge, nameplate, or other device on the outside of his or her uniform or on his or her helmet which bears the identification number or the name of the officer, as required by Penal Code § 830.10.

The number or name shall be clearly visible at all times. The letters or numerals on helmets, jackets, and vests shall be clearly legible at a distance sufficient to provide a measure of safety for both officers and demonstrators/observers and, in no case, shall be less than two inches in height on helmets.

4. Crowd control and crowd dispersal, as well as a show of force in crowd control situations, should be accomplished whenever possible using specialized units of OPD rather than on-duty patrol officers.
5. Regardless of whether a parade permit has been obtained, OPD officers will try to facilitate demonstrations that may temporarily block traffic and/or otherwise use public streets subject to time, place, and manner of circumstances, by regulating and/or rerouting traffic as much as practical.

For a demonstration without a pre-planned route, the Incident Commander shall evaluate the size of the crowd with regard to whether demonstrators should be required to stay on the sidewalk or whether demonstrators should be allowed to be in one or more lanes of traffic.

This directive does not mean demonstrations must be allowed to deliberately disrupt commuter traffic and/or bridge approaches.

The Incident Commander shall balance the level of disruption to traffic against the OPD policy of facilitating First Amendment activity, the practicality of relegating the crowd to sidewalks or an alternate route, the expected duration of the disruption, and the traffic disruption expected in making a mass arrest if demonstrators refuse to leave the street.

OPD shall seek to communicate with organizers through their police liaison to resolve a problem if possible. Traffic control may also be essential at varying points in a demonstration and may help accomplish crowd containment, crowd isolation, or crowd dispersal.



6. It is essential to recognize that all members of a crowd of demonstrators are not the same.

Even when some members of a crowd engage in violence or destruction of property, other members of the crowd are not participating in those acts. Once some members of a crowd become violent, the situation often turns chaotic, and many individuals in the crowd who do not want to participate in the violent or destructive acts may be blocked from leaving the scene because the crowd is so large or because they are afraid they will move into a position of heightened danger.

This understanding does not mean OPD cannot take enforcement action against the crowd as permitted under this policy, but OPD shall seek to minimize the risk that force and arrests may be directed at innocent persons.

7. OPD officers shall avoid negative verbal engagement with members of the crowd.

Verbal abuse against officers shall not constitute a reason for an arrest or for any use of force against such individuals.

8. Officers must not be affected by the content of the opinions being expressed nor by the race, gender, sexual orientation, physical disabilities, appearances, or affiliation of anyone exercising their lawful rights.
9. Department personnel must maintain professional demeanor and remain neutral in word and deed despite unlawful or anti-social behavior on the part of crowd members. Unprofessional police behavior can inflame a tense situation and make control efforts more difficult and dangerous.

Strong supervision and command are essential to maintaining unified, measured, and effective police response. A response incorporating strong leadership and based upon teamwork is crucial to maintaining control and safety. Impulsive or independent actions by officers are to be avoided.

10. Officers in non-violent crowd situations shall not display weapons before a dispersal order is given or other enforcement action is implemented.
11. OPD officers shall not be sent into an obviously hostile crowd solely for the purpose of communication. OPD officers shall not penetrate a crowd for an individual arrest unless the targeted individual is involved in serious criminal conduct and the decision to move into the crowd is made by a supervisor or commander.
12. The Incident Commander and supervisors shall make every effort to ensure that the police mission is accomplished as efficiently and unobtrusively as possible with the highest regard for the human dignity and liberty of all persons and with minimal reliance on the use of physical force.

The use of force shall be restricted to circumstances authorized by law and to the degree reasonably necessary in light of the circumstances confronting members. This directive does not preclude police officers from taking appropriate action to direct crowd and vehicular movement; enforce ordinances and statutes; and employ the physical force necessary to maintain the safety of the crowd, the general public, law enforcement personnel, and emergency personnel.



## **IV. Responses to Crowd Situations**

### **A. Spontaneous Event or Incident**

1. The Watch Commander shall respond to the scene of spontaneous events, when practical, and take command of the incident as the Incident Commander until relieved by a ranking officer.
2. The Incident Commander shall declare over the police radio that he or she has assumed command of the incident. When practical, a command post shall be established as soon as possible.
3. An immediate assessment of the situation is essential for effective police response. The Incident Commander must ascertain the following information at the earliest possible time:
  - a. The location and type of event.
  - b. First Amendment activities will be evaluated by the Incident Commander to determine lawfulness of the actions by groups and individuals.
  - c. The approximate number of specific individuals engaged in unlawful conduct.
  - d. The likelihood that unlawful behavior will spread to other crowd participants (mimicking).
  - e. Immediate threats to the safety of the public and/or police officers.
  - f. The number of structure(s) or vehicle(s) involved.
  - g. The size of the involved area.
  - h. The number of additional officers and police resources needed as well as requirements for specialized units (Traffic, Tactical Operations Team, Crime Reduction Teams, etc.).
  - i. The appropriate manner of response (Code 2 or 3).
  - j. The staging area.
  - k. The location for a media staging area.
  - l. The ingress and egress routes.
  - m. Additional resources needed (paramedic, fire department, outside agencies, etc.).



**B. Planned Event Involving Potentially Large Crowds**

1. Upon notification, the Special Operations Division Commander or designee (Incident Commander) shall develop a written operations plan.

The Incident Commander of planned events shall be responsible for the overall coordination of the event as well as for crowd control and management.

Operations plans for large events requiring the redeployment of personnel from regular assignments shall be approved by the Deputy Chief of Field Operations.

2. The following factors shall be considered and addressed in developing the operations plan for a large crowd event, including but not limited to:
  - a. What type of event is to occur?
  - b. Who are the organizers? What is their past record of conduct (peaceful, violent, cooperative, etc.)?
  - c. Will outsiders visibly and/or physically oppose the planned event?
  - d. Will the event involve the use or abuse of alcohol or other substances?
  - e. Where is the event to occur? Consider the size, location, and ingress and egress points.
  - f. What is the optimal site for a command post as well as staging areas?
  - g. Have the appropriate permits been issued?
  - h. Have other agencies, bureaus, and divisions been notified and included in the planning process (paramedics, fire department, Communications, Intel, etc.)?
  - i. Will the EOC be needed? Is Mutual Aid needed?
  - j. Will off-duty personnel be involved? Has the commander of any off-duty personnel been made part of the planning process?
  - k. Is it possible and appropriate to coordinate with group organizers and explain the Department's mission, preparation, and potential responses?

Information considered sensitive or confidential shall not be released to group organizers if it will jeopardize the safety or effectiveness of police personnel.
  - l. Have the proper number of personnel been scheduled to safely handle the event? Should a reserve force be available?
  - m. Has an enforcement policy been formulated and communicated to affected personnel?





3. The **OPD** Event Coordinator shall perform the following tasks.
  - a. Gather and analyze intelligence information about future crowd events, including review of information from both internal and external sources.
  - b. Coordinate with Special Events regarding permits and various Department sections, including bureaus, divisions, and specialized units, to prepare for a planned special event.
  - c. Meet in advance with event sponsors and group leaders to exchange information and to present the Department's philosophy and intent. Details of the department plan and preparation shall not be disclosed except when necessary to ensure success of the operation.
  - d. Coordinate with affected bureaus, divisions, police service areas, and special units to prepare and coordinate the development of an operations plan for a given event that details assignments, traffic and crowd flow, communications, tactics, and training.
  - e. Prepare operations plan as requested.
  - f. Coordinate inspection of protest/event area prior to an event to locate any pre-positioned equipment staged by demonstrators.
  - g. Ensure that appropriate equipment and supplies are available.
  - h. Ensure that a video team(s) is established and required video equipment is available (see Section IX).
  - i. Establish protocols and procedures for the processing of arrestees and collection of evidence.
4. Personnel creating an operations plan to address a large crowd event should anticipate a variety of scenarios and devise a police response for each. Such scenarios and responses should be made part of the final plan and communicated to the affected personnel.
5. When practical, personnel preparing for a large event with the potential for violence shall be retrained; training to include physically practicing various aspects of crowd management and crowd control.

Topics may include but are not limited to Mobile Field Force (MFF), multiple simultaneous arrest procedures, functioning in a tear gas environment, use of specialty impact munitions, applicable ordinances and statutes, protected speech, etc.

6. Personnel shall be briefed on the operations plan and their particular assignments before deployment.

Specific instructions covering topics such as applicable laws, community concerns, appropriate enforcement actions, chain of command, tactics, traffic patterns, etc., shall be clearly presented to personnel. All personnel shall be given a copy of the operations plan.



## **V. Permissible Crowd Control and Crowd Dispersal Techniques**

- A.** In the event of a declared unlawful assembly, it is the general policy of the OPD to use multiple simultaneous arrests to deal with a non-violent demonstration that fails to disperse and voluntarily submits to arrest as a form of political protest rather than dispersing the demonstrators by using weapons or force beyond that necessary to make the arrests.
- B.** The Incident Commander shall make the final decision as to what control action, if any, will be taken to address a given crowd situation.

Crowd size and available Department resources will also factor into the police response. The following factors will be considered prior to determining what action to take:

1. Will police action likely improve the situation?
  2. Will targeting specific violent or disruptive individuals for arrest be more effective or appropriate than applying control tactics to the entire crowd?
  3. Are sufficient resources available to effectively manage the incident?
  4. Have clear and secure escape routes been established for both the crowd and the police?
  5. Has the dispersal order been given (loudspeaker, personal contact, etc.)?
  6. Have contingency plans been established in the event initial police efforts are ineffective?
- C.** Commanders shall constantly reassess and adjust tactics, as necessary, as the crowd's actions change.
  - D.** The Incident Commander shall consider and take reasonable and appropriate steps to ensure the safety of bystanders.
  - E.** When officers take action to move or disperse a crowd, steps should be taken to ensure that the crowd is not moved into a position or place that could be dangerous to persons in the crowd or bystanders, such as pushing them up against glass windows.

**F. When an Unlawful Assembly May Be Declared**

1. The definition of an unlawful assembly has been set forth in Penal Code Section 407 and interpreted by court decisions. The terms, "boisterous" and "tumultuous," as written in Penal Code Section 407, have been interpreted as "conduct that poses a clear and present danger of imminent violence" or when the demonstration or crowd event is for the purpose of committing a criminal act.

The police may not disperse a demonstration or crowd event before demonstrators have acted illegally or before the demonstrators pose a clear and present danger of imminent violence.

2. The mere failure to obtain a permit, such as a parade permit or sound permit, is not a sufficient basis to declare an unlawful assembly. There must be criminal activity or a clear and present danger of imminent violence.
3. The fact that some of the demonstrators or organizing groups have engaged in violent or unlawful acts on prior occasions or demonstrations is not grounds for declaring an assembly unlawful.
4. Unless emergency or dangerous circumstances prevent negotiation, crowd dispersal techniques shall not be initiated until after attempts have been made through contacts with the police liaisons and demonstration or crowd event leaders to negotiate a resolution of the situation so that the unlawful activity will cease and the First Amendment activity can continue.
5. If after a crowd disperses pursuant to a declaration of unlawful assembly and subsequently participants assemble at a different geographic location where the participants are engaged in non-violent and lawful First Amendment activity, such an assembly cannot be dispersed unless it has been determined that it is an unlawful assembly and the required official declaration has been adequately given.

**G. Declaration of Unlawful Assembly**

1. When the only violation present is unlawful assembly, the crowd should be given an opportunity to disperse rather than face arrest.

Crowd dispersal techniques shall not be initiated until OPD has made repeated announcements to the crowd, asking members of the crowd to voluntarily disperse and informing them that, if they do not disperse, they will be subject to arrest.

These announcements must be made using adequate sound amplification equipment in a manner that will ensure that they are audible over a sufficient area. Announcements must be made from different locations when the demonstration is large and noisy. The dispersal orders should be repeated after commencement of the dispersal operation so that persons not present at the original broadcast will understand that they must leave the area. The announcements shall also specify adequate egress or escape routes. Whenever possible, a minimum of two escape/egress routes shall be identified and announced.

It is the responsibility of the on-scene OPD commanders to ensure that all such announcements are made in such a way that they are clearly audible to the crowd.



2. Unless an immediate risk to public safety exists or significant property damage is occurring, sufficient time will be allowed for a crowd to comply with police commands before action is taken.
3. Dispersal orders should be given in English and in other languages that are appropriate for the audience.
4. The Incident Commander should ensure that the name of the individual making the dispersal order and the date/time each order was given is recorded.
5. Dispersal orders should not be given until officers are in position to support/direct crowd movement.
6. Personnel shall use the following Departmental dispersal order:

I am (rank/name), a peace officer for the City of Oakland. I hereby declare this to be an unlawful assembly, and in the name of the people of the State of California, command all those assembled at to immediately leave. If you do not do so, you may be arrested or subject to other police action, including the use of force which may result in serious injury. Section 409 of the Penal Code prohibits remaining present at an unlawful assembly. If you remain in the area just described, regardless of your purpose, you will be in violation of Section 409. The following routes of dispersal are available (routes). You have minutes to leave. If you refuse to move, you will be arrested.

\*If you refuse to move, chemical agents will be used. (Provide the chemical warning only if use is anticipated).

7. When a command decision is made to employ crowd dispersal techniques, attempts to obtain voluntary compliance through announcements and attempts to obtain cooperation through negotiation shall both be continued. At any point at which a crowd is dispersing, whether as a reaction to police dispersal techniques, through voluntary compliance, or as a result of discussion or negotiation with crowd leaders, OPD dispersal techniques shall be suspended and the crowd shall be allowed to disperse voluntarily. This directive does not preclude a command decision by OPD to reinstate dispersal techniques if crowd compliance ceases.

#### **H. Approved Tactics and Weapons to Disperse or Control a Non-Compliant Crowd**

If negotiation and verbal announcements to disperse do not result in voluntary movement of the crowd, officers may employ additional crowd dispersal tactics, but only after orders from the Incident Commander or designated supervisory officials.

The permissible tactics to disperse or control a non-compliant crowd include all of the following (not in any specific order of use):

The use of these crowd dispersal tactics shall be consistent with the Department policy of using the minimal police intervention needed to address a crowd management or control issue.



1. Display of police officers (forceful presence).

Once this tactic is selected, officers should be assembled in formation at a location outside the view of the crowd. The formation may be moved as a unit to an area within the crowd's view. This tactic should not be used unless there are sufficient personnel to follow through with dispersal. Do not bluff a crowd. If a display of police officers, motorcycles, police vehicles, and mobile field forces, combined with a dispersal order, is not effective, more forceful actions may be employed.

Generally, officers should be assigned to squads of sufficient size to be effective. At larger events, the crowd can be divided (with a commander in charge of each squad).

2. Encirclement and Arrest

If the crowd has failed to disperse after the required announcements, officers may encircle the crowd or a portion of the crowd for purposes of making multiple simultaneous arrests (see Section VII).

Persons who make it clear (e.g., by sitting down, locking arms) that they seek to be arrested shall be arrested and not subjected to other dispersal techniques, such as the use of batons or chemical agents.

Arrests of non-violent persons shall be accomplished by verbal commands and persuasion, handcuffing, lifting, carrying, the use of dollies and/or stretchers, and/or the use of control holds including the bent-wrist control hold and twist-lock control hold (See Training Bulletin III-I.1, "Weaponless Defense," at pages 28-31.).

Control holds should only be used when a Supervisor or Commander determines that control holds are necessary to accomplish the policing goal after other methods of arrest have failed or are not feasible under the circumstances and when the use of control holds would be a lawful use of force.

In the event control holds are necessary, precautions should be taken to assure that arrestees are not injured or subjected to unnecessary or excessive pain (T.B. III-1).1).

A decision to authorize control holds and the reasons for said decision should be documented.

3. Police Formations and Use of Batons

- a. If a crowd refuses to disperse after the required announcements, the police may use squad or platoon formations (skirmish line, wedge, echelons, etc.) to move the crowd along.
- b. Batons shall not be used for crowd control, crowd containment, or crowd dispersal except as specified below.



- c. Batons may be visibly displayed and held in a ready position during squad or platoon formations.

When reasonably necessary for protection of the officers or to disperse individuals in the crowd pursuant to the procedures of this policy, batons may be used in a pushing or jabbing motion. Baton jabs should not be used indiscriminately against a crowd or group of persons but only against individuals who are physically aggressive or actively resisting arrest. Baton jabs should not be used in a crowd control situation against an individual who is physically unable to disperse or move because of the press of the crowd or some other fixed obstacle.

- d. Batons shall only be used as set forth in General Order K-3 and Department Training Bulletin III-H.2, "Use of the Long Baton."

Officers shall not intentionally strike a person with any baton to the head, neck, throat, kidneys, spine, or groin or jab with force to the left armpit except when the person's conduct is creating an imminent threat of serious bodily injury or death to an officer or any other person. Batons shall not be used against a person who is handcuffed.

#### 4. Non Hand-Held Crowd Control Chemical Agents

- a. Crowd control chemical agents are those chemical agents designed and intended to move or stop large numbers of individuals in a crowd situation and administered in the form of a delivery system which emits the chemical agent diffusely without targeting a specific individual or individuals.
- b. Chemical agents can produce serious injuries or even death. The elderly person or infant in the crowd or the individual with asthma or other breathing disorder may have a fatal reaction to chemical agents even when those chemical agents are used in accordance with the manufacturer's recommendations and the Department's training. Thus, crowd control chemical agents shall be used only if other techniques, such as encirclement and multiple simultaneous arrest or police formations, have failed or will not accomplish the policing goal as determined by the Incident Commander.
- c. Members shall use the minimum amount of chemical agent necessary to obtain compliance.
- d. Indirect delivery or crowd dispersal spray and/or discharge of a chemical agent shall not be used in demonstrations or other crowd events without the approval of a supervisor or command officer.
- e. Chemical agents shall not be used for crowd control or dispersal without first giving audible warning of their imminent use and giving reasonable time to the crowd, media, and observers to disperse.
- f. If chemical agents are contemplated in crowd situations, OPD shall have medical personnel on site prior to their use and shall make provision for decontamination and medical screening to those persons affected by the chemical agent(s).



5. Hand-thrown chemical agents or pyrotechnic gas dispersal devices
  - a. Hand-thrown chemical agents or pyrotechnic gas dispersal devices shall not be used for crowd control or crowd dispersal without the approval of a supervisor or command officer.
  - b. The use of hand-thrown chemical agents or pyrotechnic gas dispersal devices may present a risk of permanent loss of hearing or serious bodily injury from shrapnel. Said devices shall be deployed to explode at a safe distance from the crowd to minimize the risk of personal injury and to move the crowd in the direction that will accomplish the policing objective.
  - c. Hand-thrown chemical agents or pyrotechnic gas dispersal devices shall not be used for crowd control without first giving audible warnings to the crowd and additional reasonable time to disperse.
  - d. Hand-thrown chemical agents or pyrotechnic gas dispersal devices shall be used only if other techniques such as encirclement and mass arrest or police formations have failed or will not accomplish the policing goal as determined by the Incident Commander.

## **VI. Weapons Prohibited for Crowd Control and Crowd Dispersal Purposes**

### **A. Lethal Force**

The use of lethal force by OPD members is governed by the Department's Use of Force Policy. Nothing about a crowd control situation eliminates or changes any of the constraints and criteria governing the use of lethal force in the Department's Use of Force Policy.

### **B. Canines**

Canines shall not be used for crowd control, crowd containment, or crowd dispersal.

### **C. Horses**

Horses shall be used only for purposes of crowd control in the event of a riot involving substantial numbers of people actively engaged in violence or serious property destruction. Horses shall never be used to disperse non-violent crowds, including persons who are seated or lying down.

Horses may be used for crowd management during festivals and sporting events.

### **D. Fire Hoses**

Fire hoses shall not be used for crowd control, crowd containment, or crowd dispersal.



## **E. Motorcycles**

The technique referred to as the Basic Use of Motorcycle Push Technique (B.U.M.P.) outlined in Special Order No. 7088 is prohibited (See Special Order No. 8135 prohibiting said technique enacted April 5 2004.). Motorcycles and police vehicles may not be used for crowd dispersal but may be used for purposes of observation, visible deterrence, traffic control, transportation, and area control during a crowd event.

## **F. Specialty Impact Less-Lethal Weapons**

1. Skip Fired Specialty Impact Less-Lethal Munitions (Wooden Dowels and Stinger Grenades) are prohibited.
  - a. Any and all less-lethal specialty impact weapons designed to be skip fired or otherwise deployed in a non-directional non-target specific manner, including but not limited to the Multiple Wood Baton Shell (264W) manufactured by Armor Holdings, Inc. shall not be used at all by OPD during demonstrations or crowd events (See Special Order No. 8135 prohibiting indirect fired less-lethal munitions and withdrawing said ammunition, enacted April 5, 2004.).
  - b. The use of the Stinger Grenade containing rubber pellets designed to be deployed in a non-directional non-target specific manner is also prohibited for all crowd control use.
2. Uses of Direct Fired Specialty Impact Less-Lethal Munitions (SIM).

Direct Fired SIM are less-lethal specialty impact weapons that are designed to be direct fired at a specific target, including but not limited to flexible batons ("bean bags"), and shall not be used for crowd management, crowd control or crowd dispersal during demonstrations or crowd events. Direct Fired SIM may never be used indiscriminately against a crowd or group of persons even if some members of the crowd or group are violent or disruptive.

- a. Direct Fired SIM may be used against a specific individual who is engaging in conduct that poses an immediate threat of loss of life or serious bodily injury to himself or herself, officers, or the general public or who is engaging in substantial destruction of property which creates an imminent risk to the lives or safety of other persons. In such instances, Direct Fired SIM shall be used only when other means of arrest are unsafe and when the individual can be targeted without endangering other crowd members or bystanders (See Special Order No. 8135 enacted April 15, 2004.).
- b. The use of Direct Fired SIM must cease when the violent or destructive actions cease. These weapons must not be used for the purpose of apprehension or to otherwise prevent escape unless escape would present a substantial risk of continued imminent threat to loss of life or serious bodily injury.
- c. Members shall only deploy Direct Fired SIM during a demonstration or crowd event under the direction of a supervisor.





- d. When circumstances permit, the supervisor on the scene shall make an attempt to accomplish the policing goal without the use of Direct Fired SIM as described above, and, if practical, an audible warning shall be given to the subject before deployment of the weapon.
- e. Any person struck by a round shall be transported to a hospital for observation and any necessary treatment. Ambulance service, if required, shall be ordered per General Order I-4. First aid, when necessary, shall be administered per Training Bulletin III-K.
- f. No member shall use Direct Fired SIM without formal training.
- g. Direct Fired SIM shall not be used against a person who is under restraint.
- h. Members shall not discharge a Direct Fired SIM at a person's head, neck, throat, face, left armpit, spine, kidneys, or groin unless deadly force would be justified.

#### **G. Electronic Immobilizing Devices (EID's)**

EID's such as tasers, stun guns, and stun shields shall not be used for crowd management, crowd control, or crowd dispersal during demonstrations or crowd events.

#### **H. Aerosol Hand-held Chemical Agents**

Aerosol, hand-held, pressurized, containerized chemical agents that emit a stream shall not be used for crowd management, crowd control, or crowd dispersal during demonstrations or crowd events. Aerosol hand held chemical agents may not be used indiscriminately against a crowd or group of persons, but only against specific individuals who are engaged in specific acts of serious unlawful conduct or who are actively resisting arrest.

Members shall use the minimum amount of the chemical agent necessary to overcome the subject's resistance.

Officers must be familiar with OPD Training Bulletin V-F.2, "Use of Oleoresin Capsicum," and, specifically, the risk factors associated with aerosol chemical agents and the treatment for individuals subjected to them.

Aerosol chemical agents shall not be used in a demonstration or crowd situation or other civil disorders without the approval of a supervisor or command officer.

When possible, persons should be removed quickly from any area where hand-held chemical agents have been used. Members shall monitor the subject and pay particular attention to the subject's ability to breathe following the application of OC. As soon as practical, members and employees shall obtain professional medical treatment for all persons who have had OC applied to them. Paramedics in the field may administer treatment if no other medical treatment is required. If paramedics are not available in a timely manner, subjects shall be transported to a hospital for treatment within 45 minutes of the application of OC.

A subject who has been sprayed with hand-held chemical agents shall not be left lying on his/her stomach once handcuffed or restrained with any other device.



## **VII. Arrests**

### **A. Multiple Simultaneous Arrests**

1. When a large-scale event involving possible arrests is to be conducted, OPD planners will estimate the number of potential arrestees and will configure arrest teams capable of managing multiple arrests safely.
2. When arrests are necessary, the Incident Commander shall attempt to ensure that sufficient numbers of police officers are present to effect arrests. This tactic can be effective in dispersing the remaining crowd members wanting to avoid arrest.
3. When multiple arrests are contemplated in advance and it is impracticable for arrestees to be cited at the scene as further discussed below, pre-arrangement of transportation shall be made.
4. The Incident Commander shall make the decisions to engage in selective individual arrests or multiple simultaneous arrests as a crowd control technique with consideration given to the following factors:
  - The likelihood that police action will improve the situation relative to taking no action.
  - The seriousness of the offense(s) as opposed to the potential for the arrest to escalate violence or unlawful activity by crowd members.
  - Whether individual or mass arrests will be more effective in ending the criminal activity at issue.
  - Whether clear and secure escape routes have been established for the crowd and police.
  - Whether communication has been established with crowd representatives.
  - What contingency plans are available.
  - What types of force can be used in effecting the arrests, if necessary.
5. Probable cause for each individual arrest:

Individuals may not be arrested based on their association with a crowd in which unlawful activity has occurred. There must be probable cause for each individual arrest.

This principle means the officer must have objective facts based on his own knowledge or information given him by other officers sufficient to believe that each specific individual being arrested committed the offense. Thus, the only proper basis for a multiple simultaneous arrest of all the individuals encircled at a demonstration is failure to disperse (Pen. Code §409), when the dispersal was properly ordered based on the existence of an unlawful assembly and adequate notice and opportunity to disperse has been given.

To make arrests for violating Vehicle Code §2800 (noncompliance with lawful police order), the officer must have probable cause to believe that each individual arrested willfully failed or refused to comply with a lawful order.

6. The Incident Commander shall ensure that evidentiary items are recovered and preserved, when possible, to corroborate unlawful acts observed by personnel.



## **B. Arrests for Civil Disobedience**

1. Some demonstrators commit "civil disobedience," by sitting down or otherwise blocking streets, intersections, sidewalks, and/or entranceways or by occupying a targeted office.

The proper response to such actions is to verbally advise the demonstrators that they will be subject to arrest if they choose to remain, allow time for some or all the demonstrators to cease the unlawful activity, and to arrest those who deliberately remain in violation of the law.

When practical, demonstrators committing civil disobedience shall be persuaded into compliance rather than being forcibly removed.

2. Passively resisting arrestees (i.e., arrestees who go limp) shall be arrested by handcuffing and then either by verbal persuasion, lifting, carrying, the use of dollies or stretchers, and/or control holds (See Training Bulletin "Weaponless Defense" III-I.1 at pages 28 - 31), depending on the circumstances and the decision of the Supervisor.

Control holds should be used only when the Supervisor determines that control holds are necessary to accomplish the policing goal after other methods of arrest have failed or are not feasible under the circumstances and when the use of control holds would be a lawful use of force.

In the event control holds are necessary, precautions must be taken to ensure that arrestees are not injured or subjected to unnecessary or excessive pain.

A Supervisor's decision to authorize control holds and the reasons for said decision should be documented.

Planning for demonstrations where civil disobedience and passive resistance to arrest are a possibility should take into account these different arrest techniques for passive demonstrators.

3. In some cases, demonstrators may lock arms or use lock boxes to slow down the arrest process.

Where such demonstrators have been advised that they will be subject to arrest if they choose to remain and refuse to disperse, a member of the arrest team shall individually advise each demonstrator that he or she is under arrest prior to the application of any force to remove locking devices or to move the demonstrators. The officer shall continue to give verbal directions to give the arrestee a chance to comply before force is used to unlock arms or implements used to remove lock boxes.

4. Although dealing with passive resistance may frustrate officers, civil disobedience is usually a nonviolent means of making a political statement, and officers shall remain neutral, non-antagonistic, and professional at all times in their response.



### **C. Use of Handcuffs**

1. All persons subject to arrest during a demonstration or crowd event shall be handcuffed in accordance with department policy, orders, and Training Bulletins.
2. Officers should be cognizant that flex-cuffs may tighten when arrestees' hands swell or move, sometimes simply in response to pain from the cuffs themselves.

Each unit involved in detention and/or transportation of arrestees with flex-cuffs should have a flex-cuff cutter and adequate supplies of extra flex-cuffs readily available. The officer applying flex-cuffs shall write his serial number in indelible marker on the cuffs whenever used. When arrestees complain of pain from overly tight flex cuffs, members shall examine the cuffs to ensure proper fit

### **D. Arrest of Juveniles**

Juveniles arrested in demonstrations shall be handled consistent with OPD policy on arrest, transportation, and detention of juveniles.

## **VIII. Cite/Release and Booking Procedures**

- A. Individuals arrested for minor offenses may be cited and released in compliance with Penal Code §853.6 and Department General Order M-7, "Citations for Adult Misdemeanors," III, A-N.
- B. When it is impractical to cite arrestees at or near the site of the demonstration because of a substantial risk that this procedure would allow the unlawful activity to continue or because of specific geographic factors, individuals may be held at police stations or jails for the duration of the cite and release process.
- C. An officer seeking to book a misdemeanor arrestee into jail must have an articulable basis to believe that one of the specified statutory exceptions to mandatory cite and release applies to that individual. This basis must be documented in the police report.
- D. The mere fact that further demonstrations are likely to be held in the near future is not a proper basis to apply subdivision (7) of P.C. 853.6 ("reasonable likelihood that the offense may continue or resume") to individual demonstrators.
- E. There must be an articulable objective basis to believe that, if cited out, those specific individuals would continue the same illegal activity for which they were arrested.
- F. Individuals may not be booked into jail on the sole basis of a felony charge consisting of conspiracy to commit a misdemeanor.



## **IX. Documentation**

### **A. Video and Photographic Recording**

1. It is the policy of the Department to videotape and photograph in a manner that minimizes interference with people lawfully participating in First Amendment activities.

Videotaping and photographing of First Amendment activities shall take place only when authorized by the Incident Commander or other supervisory officer.

2. Individuals should not be singled out for photographing or recording simply because they appear to be leaders, organizers, or speakers.
3. Each camcorder operator shall write a supplemental report at the end of his/her duty assignment documenting the camcorder operations.
4. Unless they provide evidence of criminal activity, videos or photographs of demonstrations shall not be disseminated to other government agencies, including federal, state, and local law enforcement agencies. If videos or photographs are disseminated or shared with another law enforcement agency, a record should be created and maintained noting the date and recipient of the information.
5. If there are no pending criminal prosecutions arising from the demonstration or if the video recording or photographing is not relevant to an Internal Affairs or citizen complaint investigation or proceedings or to civil litigation arising from police conduct at the demonstration, the video recording and/or photographs shall be destroyed in accordance with Department and city policies.

This directive shall not prohibit the OPD from using these videos or footage from such videos as part of training materials for OPD officers in crowd control and crowd dispersal techniques and procedures. The destruction of any such videos or photographs shall be documented in writing with regard to the date of the destruction and the identity of the person who carried it out.

6. Nothing in this section is intended to alter the disclosure requirements of the California Public Records Act (Government Code §6250 et seq.) or the City of Oakland's Sunshine Ordinance (O.M.C. §2.20 et seq.).



## **X. Reporting**

- A.** The Incident Commander shall ensure that the Deputy Chief of the Bureau of Field Operations is notified of the incident in a timely manner.
- B.** OPD officers involved in demonstrations or crowd events shall prepare reports as required by Department policy.

## **XI. Public Information and the Media**

- A.** The media have a right to cover demonstrations, including the right to record the event on video, film, or in photographs.
- B.** OPD members shall accommodate the media in accordance with Department policy.
- C.** The media shall be permitted to observe and shall be permitted close enough access to the arrestees to record their names. Even after a dispersal order has been given, clearly identified media shall be permitted to carry out their professional duties in any area where arrests are being made unless their presence would unduly interfere with the enforcement action.
- D.** Self-identified legal observers and crowd monitors do not have the same legal status as the professional media and are, therefore, subject to all laws and orders similar to any other person or citizen.

Said personnel must comply with all dispersal orders similar to any other person or citizen. A supervisor or commander may allow a person who self-identifies as a legal observer or crowd monitor to remain in an area after a dispersal order if circumstances permit and if the person's presence would not unduly interfere with the enforcement action.

- E.** On request, the Incident Commander or a supervisor may inform the media, legal observers, crowd monitors, police liaison, and/or organizers about the nature of any criminal charges to be filed against arrestees, the location where arrestees are being taken, and the Department's intent for arrestees to be cited out or booked at a custodial facility.
- F.** The media, legal observers, crowd monitors, police liaison, and/or organizers shall never be targeted for dispersal or enforcement action because of their status.



## **XII. Training**

- A.** All OPD crowd control policies and procedures shall be set forth in a Crowd Control Training Bulletin.

All other OPD orders and Training Bulletins will be reviewed to ensure consistency with the new policy and Training Bulletin.

- B.** All officers must receive training consistent with these new policies and procedures.

All training on crowd control shall include substantial coverage of these Department policies. No officers shall use less-lethal weapons unless they have received the training required by Department policies.

- C.** Every OPD officer shall receive this training.

Either independently or in conjunction with other scheduled training, each officer shall receive periodic instruction regarding the key elements of this policy. The Department will seek to improve its ability to manage crowd control events through study and evaluation of past incidents occurring in Oakland and other jurisdictions. Training in crowd management is crucial and shall be an ongoing process. All members of OPD shall be trained in these crowd control policies and procedures and shall then receive additional periodic crowd control refresher training thereafter. Crowd control training shall also become an integral part of the recruit academy curriculum.

- D.** All training called for in this section shall be documented with regard to individual officer attendance, dates of training, test scores or other evidence of successful completion of training, and identity of each instructor, and copies of both student curriculum materials and instructor curriculum materials shall be archived.

# TRAINING



# BULLETIN

Effective Date:  
26 Jul 06

Index Number: III-H  
Alpha Index: Specialty Impact Munitions

*"Department Training Bulletins shall be used to advise members of current police techniques and procedures and shall constitute official policy."*

## SPECIALTY IMPACT MUNITIONS

### Introduction

The purpose of this Training Bulletin is to provide members with guidelines on the use of 12 gauge, 37mm, and hand deployed specialty impact munitions (SIM). This Training Bulletin does not supersede the training and qualification requirements members must meet to use and deploy SIM.

### History of Impact Weapons

Early law enforcement used simple wood batons; bludgeons; wood or metal saps; coil, spring-type blackjacks; and other makeshift hand-held impact weapons to subdue violent subjects who did not warrant the use of deadly force.

As early as the 1960's, American law enforcement experimented with SIM. During this period, wood baton rounds were used to quell riots, and the first flexible baton or "bean bag" rounds were designed. The need for a variety of force options has always been apparent to law enforcement officers. In certain situations, such as "suicide by cop," increasing the first-officer on-scene force options offers a greater probability of a non-lethal outcome. As a crowd management and single subject acquisition tool, SIM continue to grow in popularity.

In the last two to three decades, violent encounters between law enforcement and subjects have increased along with the public's demand that law enforcement subdue violent criminals with as little force as possible; both conditions have led to the rise in less-lethal SIM.

The development of SIM, especially the 12 gauge flexible baton, has served law enforcement very well.

### Force Specific Policy Regarding Specialty Impact Munitions

Departmental General Order K-3, Use of Force, requires personnel to use only that level of force that is objectively reasonable based on the totality of circumstances confronting them. SIM are authorized as less-lethal force.

1. SIM shall only be used by a member who has been trained and has qualified in the use of the specific SIM being deployed.
2. SIM shall not be used indiscriminately or against a subject who is under restraint. Members shall reasonably attempt to avoid firing a specialty impact munitions at a subject's head, neck, spleen, liver, kidneys, throat, spine, or groin.
3. When circumstances permit, the supervisor on the scene shall make an attempt to have the subject submit to lawful authority without the use of SIM, and, if practical, shall warn the subject of the intended use of the weapon should he/she not submit.





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## Specialty Impact Munitions, Index Number III-H

4. Members shall summon professional medical assistance, as soon as practical, whenever a subject is struck by a SIM.
5. SIM shall not be used to dispatch injured animals. However, SIM may be used to subdue or chase away vicious animals.
6. SIM may be used in demonstrations and other civil disorders however additional restrictions apply. For use in Crowd Control and Crowd Management situations, refer to TB III-G, OPD CROWD CONTROL AND CROWD MANAGEMENT POLICY.

### Non-lethal vs. Less-lethal

The distinction between non-lethal force and less-lethal force is important.

Non-lethal force implies that, when used, the force WILL NOT yield a lethal outcome.

Less-lethal force implies that, when used, the possibility of a lethal outcome, though rare, still exists.

### Non-flexible vs. Flexible Projectiles

There are two categories of SIM projectiles: non-flexible and flexible.

Non-flexible projectiles are composed of rigid or semi-rigid materials such as hard rubber or wood. Non-flexible projectiles DO NOT conform to the contour of the surface they strike.

Flexible projectiles are generally composed of lead or silica filled cloth bags, or a softer substance such as foam. Flexible projectiles conform to the contour of the surface they strike.

### Single Projectile vs. Multiple Projectiles

Generally, single projectile munitions are rounds that launch one projectile with an expectation of point of aim – point of impact accuracy. Generally, these munitions are intended to be direct-fired munitions; however, there are exceptions.

Multiple projectile munitions are rounds launching more than one—or multiple—projectiles at the same time. Generally, these rounds are “skip-fired”.

### Direct Fired vs. Indirect Fired

There are two methods in which less-lethal SIM are deployed onto a target; direct fired and indirect or skipped fired.

Direct fired munitions are intended to be fired directly at a subject.

Indirect or skipped fired munitions are intended to be fired so that the projectile impacts the ground first and then “skips” into the intended target. **These munitions shall not be used for crowd management or crowd control.** These munitions may be used as a distraction device by firing against objects, (e.g., buildings, walls, doors, windows) by tactical teams.



### **Psychological (Mental) Effects**

Impact munitions have a tremendous mental effect on an individual. In many cases, the mental effects far outweigh the physical effects and may be the determining factor in the subject's response to the munitions.

The desired mental effects that officers try to create in the subject are fear, anxiety, and panic.

Fear – Impact munitions may cause a powerful mental distraction. If the subject has prior knowledge of the effects of impact munitions and realizes that he/she is about to be targeted, this realization may be enough to cause the subject to comply or, at least, be distracted long enough for a plan of action to be implemented. The subject must also mentally cope with the physical pain that he/she feels after being struck with impact munitions.

Anxiety – The action of pointing a firearm directly at an individual and/or firing a projectile at him or her arouses fear in the individual of being shot with a firearm. The pain and, sometimes, the appearance of the injury may reinforce this belief.

Panic – Because it may create the "fight or flight" response, panic may not be the most desired effect. Should it induce a "fight" response, a reliable secondary plan for incapacitation is needed. Should it induce the "flight" response, a secure perimeter along with other available assets should overcome any eluding actions.

### **Physiological (Physical) Effects**

There are two types of injuries caused by projectiles; penetrating and non-penetrating.

Penetrating injuries are caused from low mass, high velocity projectiles such as bullets or low velocity sharp objects such as knives. Non-penetrating injuries are caused when blunt objects impact the surface of the body at moderate speeds causing blunt trauma.

In simple terms, blunt trauma is the primary desired physical effect of less-lethal impact munitions.

The flexible baton inflicts enough pain to get an individual to comply yet, when used properly, has a low probability of causing serious physical harm. The impact of the projectile along with the associated pain works to deter the individual from unwanted aggressive behavior.

The possibility of physical injury always exists whenever impact weapons are used. Abrasions, lacerations, contusions, and fractures may result and need to be addressed by trained medical personnel.

The human body can withstand high levels of force for very short durations of time if the force is distributed on the strong parts of the skeleton. The soft body tissues are responsible for absorbing and dissipating a great deal of force without producing a large amount of compression. However, if the amount and speed of blunt trauma is greater than can be absorbed, soft tissues can be damaged by tearing or rupturing, causing lacerations, cuts, and bruises.

Impacts to the abdomen can cause injury to hepatic tissue without significant compression. The liver and spleen are also vulnerable to crushing deformation. Chest impacts can displace internal organs and possibly lacerate major vessels by crushing or stretching.

Although rare, penetration into the body may occur as a result of a combination of kinetic energy (weight, size, shape, and velocity); target distance; the subject's weight, mass, clothing, or other material coverings; and the area of the body at which the subject is impacted.



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### Viable Target Areas

Department policy dictates that the authorized target areas for SIM are the same as for hand held impact weapons.

The primary target areas are areas consisting of large muscle groups such as the buttocks and thighs. Other target areas are the shoulder, upper arms, elbows, lower arms, lower abdomen area, knees, and lower legs. Skeletal target areas include the wrists, hands, ankles, and feet. It should be noted that impacting skeletal target areas may result in fractures.

Center mass shots provide for the highest probability of immediate incapacitation but also have the highest potential to cause serious injury or, in rare instances, death.

Factors an officer must consider when selecting a target area to strike are the following:

- Clothing – In colder climates, heavier clothing and jackets reduce the amount of blunt trauma the subject receives. Exposed target areas such as the legs should be considered. In hotter climates, where lighter clothing is worn, factors to consider are shot placement and engagement distance. Subjects may also wear “armor” to defeat/lessen the effects of impact munitions.
- Physical stature and condition – Is the subject heavy and muscular or is the subject thin and skeletal? How old is the subject? Most likely, a 250-pound person will be less physically affected than a 100-pound person when both are struck in the same target area. The blunt trauma effects and the potential for injury are much greater for the smaller stature subject.
- Immediate surroundings – Be aware of what or who is in the background. Are there any persons in the immediate area that might be struck from a deflected or missed shot?

### Non-Target Areas

Department policy dictates officers avoid striking head, neck, throat, left armpit, groin, spine, and kidneys with any type of specialty impact weapon. Unless your intent is to use DEADLY FORCE, all reasonable attempts should be made to avoid striking these areas. It should be noted that, when a subject is moving or attempting to shield him/herself, avoiding these target areas may be difficult.

### 12 Gauge Specialty Impact Munitions

Currently, the only 12 gauge SIM authorized by the Oakland Police Department is the 12 gauge Drag Stabilized Flexible Baton Round.

The Drag Stabilized (DS) Flexible Baton Round is a single tear-shaped, heavy-cotton projectile with four stabilizer tails. It is filled with 40 grams (1.43 oz.) of #9 lead shot loaded into a translucent 12 gauge shell. It uses smokeless gunpowder as a propellant. When fired, the projectile travels at about 280 feet per second. Because the Drag Stabilized Flexible Baton is tear-shaped with four stabilizer tails, it is very aerodynamic and has a high degree of accuracy. The tear shape also creates a blunt impacting surface, which causes fewer injuries than the discontinued flat flexible baton round.

The 12 gauge Drag Stabilized Flexible Baton Round is intended to be direct fired munitions. The user must be thoroughly trained and qualified and maintain the Department standard of bi-annual qualification to maintain certification in its use.



Statistics show that subjects are rarely incapacitated after only one deployment of a specialty impact weapon. Most encounters require two or more shots placed on a subject to gain compliance. Alternate plans of action should be in place should the desired results not be achieved.

The 12 gauge Drag Stabilized Flexible Baton Round can be deployed in crowd control situations only against a specific individual who is engaging in conduct that poses an immediate threat of loss of life or serious bodily injury to himself or herself, officers, or the general public or who is engaging in substantial destruction of property which creates an imminent risk to the lives or safety of other persons. In such instances, Direct Fired SIM shall be used only when other means of arrest are unsafe and when the individual can be targeted without endangering other crowd members or bystanders.

The use of Direct Fired SIM must cease when the violent or destructive actions cease. These weapons must not be used for the purpose of apprehension or to otherwise prevent escape unless escape would present a substantial risk of continued imminent threat to loss of life or serious bodily injury.

Members shall only deploy Direct Fired SIM during a demonstration or crowd event under the direction of a supervisor.

When circumstances permit, the supervisor on the scene shall make an attempt to accomplish the policing goal without the use of Direct Fired SIM as described above, and, if practical, an audible warning shall be given to the subject before deployment of the weapon.

### **The Remington 870 Pump Action Shotgun**

The 12 gauge Drag Stabilized Flexible Baton Round must be fired from a barrel with a choke rating of "Cylinder Bore." A "Cylinder Bore" choke is required to ensure that the SIM exits the barrel of the weapon system completely and does not become lodged inside. The only shotgun deployed by the Department that has this choke rating is the Remington, Model 870, 12 gauge pump-action shotgun.

Other factors adversely impacting a flexible baton projectile's ability to exit the barrel when fired are a dirty/fouled barrel, a bent/damaged barrel, and/or damaged munitions.

### **Safety Checks**

Incidents have occurred when peace officers in other agencies shot subjects with lethal shotgun ammunition when those officers believed that less-lethal ammunition was loaded into their shotguns. In order to prevent a lethal firearms discharge, members shall strictly follow the deployment safety checks detailed in this section.

Prior to the deployment of 12 gauge less-lethal SIM, officers shall thoroughly complete the following safety checks:

1. Clear the weapon system of all lethal ammunition. Double check to ensure that the weapon system is indeed clear of any lethal ammunition.
2. Have a second officer double check that the weapon system is clear of any lethal ammunition. This step is not performed to place blame on the second officer should negligence occur. This step is incorporated to ensure that an officer has not overlooked any lethal ammunition due to fatigue, darkness, or stress.
3. Ensure that lethal ammunition for the weapon system is inaccessible to the less-lethal shooter. The best course of action to ensure that no lethal ammunition is accessible is to lock it in a secure location such as the glove box or the trunk. **THE LESS-LETHAL SHOOTER SHOULD NEVER PLACE LETHAL AMMUNITION FOR THE WEAPON SYSTEM ON HIS/HER PERSON.**



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4. Inspect each less-lethal round to ensure that the munitions are less-lethal. Visually inspect each and every less-lethal round that is deployed to ensure that it is indeed less-lethal. Never assume.
5. Have a second officer double check each less-lethal round to ensure that the munitions are in fact less-lethal. This step is not performed to place blame on the second officer should negligence occur. This step is incorporated to ensure that an officer has not overlooked any lethal ammunition due to fatigue, darkness, or stress.

It is not the policy of the Oakland Police Department to use "dedicated" less-lethal shotguns (i.e. shotguns marked for use with flexible baton rounds only). The dedicated less-lethal shotgun system does not preclude negligent lethal discharges. The only way to prevent negligent lethal discharges is to strictly follow the five safety checks listed above.

As a further safety measure to preclude the inadvertent intermingling of lethal and less-lethal ammunition, officers should never mix lethal and less-lethal munitions on their person or on their shotgun.

**IMPORTANT REMINDER:** *The ultimate responsibility rests with the deploying officer to ensure that his/her weapon system is loaded with less-lethal munitions.*

### 37mm Specialty Impact Munitions

Currently, the Oakland Police Department authorizes the following for use as 37mm SIM:

37mm Multiple Wood Baton – This SIM is manufactured by Defense Technologies/Federal Laboratories. It consists of a 1.5 inch diameter by 8 inch long casing that contains five (5) wood baton projectiles. This SIM uses black powder as a propellant. Each wood baton is a 1.35 inch cylindrical shaped baton made of birch hardwood. Each baton weighs .75 ounces. When fired, the batons travel at about 280 feet per second.

The 37mm Multiple Wood Baton Round is designed to be deployed in low trajectories or skip fired at ranges between 40 -75 feet at areas or non-specific targets. The user must be thoroughly trained and qualified and maintain the Department standard of bi-annual qualification to maintain certification in its use.

**These munitions shall not be used for crowd management or crowd control.** These munitions may be used as a distraction device by firing against objects, (e.g., buildings, walls, doors, windows) by tactical teams.

37mm Multiple Rubber Baton – This SIM is manufactured by Defense Technologies/Federal Laboratories. It consists of a 1.5 inch diameter by 8 inch long casing that contains five (5) rubber baton projectiles. This SIM uses black powder as a propellant. Each rubber baton is a 1.35 inch cylindrical shaped baton made of soft rubber. Each baton weighs 1.3 ounces. When fired, the batons travel at about 250 feet per second.

The 37mm Multiple Rubber Baton Round is designed to be deployed in low trajectories or skip fired at ranges between 40 – 75 feet at areas or non-specific targets. The user must be thoroughly trained and qualified and maintain the Department standard of bi-annual qualification to maintain certification in its use.

**These munitions shall not be used for crowd management or crowd control.** These munitions may be used as a distraction device by firing against objects, (e.g., buildings, walls, doors, windows) by tactical teams.



**37mm Flexible Baton** – These specialty impact munitions are manufactured by Defense Technologies/Federal Laboratories. It consists of a 1.5 inch diameter by 4.8 inch long casing that contains one flexible baton. The flexible baton itself is a 4.5" X 2" nylon web tube that is filled with 100 grams of silica sand and sewn closed at each end. When deployed, the projectile travels at about 220 feet per second and has an effective range of about 50 feet. These munitions are designed to be direct fired onto targets. It is extremely effective against individuals who demonstrate violent or aggressive actions. Because it is a direct-fired munition, officers need take into consideration minimum distances, level of threat, and the subject's physical stature and apparel.

These munitions may also be used as a distraction device by firing against objects, (e.g., buildings, walls, doors, windows) by tactical teams.

**37mm Super Sock** – This specialty impact munition is manufactured by Combined Tactical Systems. This flexible baton is the shape of a flexible sock filled with 60 grams of silica beads. When deployed, the projectile travels at about 250 feet per second. These munitions are designed to be direct fired onto targets and have a maximum effective range of 20 yards.

These munitions may also be used as a distraction device by firing against objects, (e.g., buildings, walls, doors, windows) by tactical teams.

### **37mm Launcher**

37mm SIM must be fired from a 37mm launcher. The launcher used by the Oakland Police Department is the Defense Technologies/Federal Laboratories 37mm shoulder fired, single shot launcher. This launcher has an overall length of 28 inches and a 14-inch long smooth bore barrel. The full stock model weighs 6.75 lbs. The short tactical stock model weighs 3 lbs 5 oz. The pistol type model has an overall length of 12 inches, an 8-inch long barrel, and weighs 3 lbs 5 oz. The launcher can be fired either in the single action or double action mode. Each launcher has a fixed front sight blade and a rear leaf sight with 50 yard, 75 yard, and 100 yard increments.

All users must be thoroughly trained and qualified and maintain the Department standard of bi-annual qualification to maintain certification in its use.

### **Hand Deployed Specialty Impact Munitions**

The Oakland Police Department deploys the following hand deployed SIM.

**#15 Stinger Grenade** – The Stinger Grenade is a combination specialty impact munition and diversion device that may incorporate optional CS or OC laden powder. The Stinger Grenade is a maximum effect device because it delivers up to four stimuli for psychological and physiological effect: rubber pellets, bright light, sound, and optional chemical agent powder.

These munitions are 3.1 inches in diameter and 5.2 inches long. These munitions contains 8 ounces of flash powder and 150 .32 caliber soft rubber balls. The munitions that contain powder chemical agent can contain up to 2.0 grams of CS or .30 grams of OC. Other variations that may be deployed are the same munitions without the rubber pellets.

The Stinger Grenade has an initial 1.5 second delay that initiates fuse assembly separation, followed by another .5 second delay before the device functions. The blast is sufficient to project the rubber balls and optional chemical agent powder in a 50 foot radius. The Grenade may be deployed for ground or aerial bursts at the discretion of the user.



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These munitions may also be used as a distraction device by firing against objects, (e.g., buildings, walls, doors, windows) by tactical teams. All users must be thoroughly trained and qualified and maintain the Department standard of bi-annual qualification to maintain certification in its use.

### Deployment Considerations

Lethal force backup should always be in place prior to less-lethal deployment. Less-lethal SIM are used when it is not safe for an officer to close on a physically violent subject and try to control him or her with physical strength and skill or when a safe, standoff distance is needed. The decision to use less-lethal SIM for the sake of the subject should never be made at the risk of officer safety.

The following factors should be considered before deploying less-lethal SIM:

- Is the subject armed and, if so, with what type of weapon? If the subject is armed with a firearm, will the firing of "less-lethal" SIM cause the subject to fire his/her firearm?
- Is the level of force by the officer appropriate for the level of resistance or aggression exhibited by the subject?
- What is the type of situation? Is the subject holding a hostage or are there other bystanders in the immediate area?
- Are the officers on the Dedicated Arrest Team (DAT), the inner perimeter, and other surrounding areas aware that less-lethal SIM may be deployed? Has notification been made or will it be made to the surrounding officers? Will the firing of less-lethal SIM cause other officers to initiate sympathetic fire?
- Are other tactics in place, (e.g., O.C., TASERS, K-9's, multiple less-lethal SIM shooters, arrest teams) as an alternate plan should less-lethal SIM not create the desired results?
- What is the distance of the threat in relation to the less-lethal SIM shooter? The farther the threat, the less accurate the munitions and the less kinetic energy delivered. As the threat gets closer to the less-lethal SIM shooter, the shooter must lower the point of aim, (i.e., to the legs, buttocks, etc.)
- What is the distance of the threat in relation to the arrest team? The further away the arrest team, the longer the threat has to recover from the effects of the SIM.
- Follow up shots: because the first round may miss or not be effective, always be prepared to fire multiple rounds at the subject.
- What is the availability of spare less-lethal SIM?

### Post Deployment Considerations

After a subject has been taken into custody using a SIM, specific tasks must be completed.

First Aid or Medical Treatment – Members shall summon professional medical assistance, as soon as practical, whenever a subject is struck by a SIM.

Evidence – Personnel must recover all expended casings and projectiles for documentation purposes and make inventory of all remaining live munitions for accountability.



Documentation – As required by Department General Order K-4, Reporting and Investigating the Use of Force, a supervisor shall be summoned to the scene to conduct a Level 2 force investigation.

An officer should consider the following factors when completing the Offense or Supplemental Report:

- The subject's behavioral signals at the onset of the incident.
- The subject's tone of voice or language (Was the subject yelling or using profanity or verbal threats, etc.?).
- The subject's body language/physical gestures (shirt off, violent combative gestures/movements, hands clenched into fists, rapid pacing).
- Any signals of submission by the subject (compliance, agreement to comply, etc.).
- Any indications the subject made to comply to verbal instructions (submission, going to a specific location, relinquishing/dropping objects/weapons).
- The conditions that dictated shot placement (lighting, obstacles, distance, etc.).
- Environmental conditions (darkness, rain, sunlight).
- The subject's approximate age, height, weight, clothing.
- Whether a physical confrontation would have resulted if less-lethal SIM had not been used.





**IMPORTANT LESS-LETHAL FACTS**

1. Less-lethal rounds can be lethal.
2. Less-lethal rounds are defined as an extended range impact weapon.
3. Do not strike the head, neck or throat unless your intent is to use lethal force.
4. The 12 gauge drag stabilized flexible baton round has an optimal energy range of 20 to 75 feet.
5. 37mm SIM have an optimal energy range of 40–70 feet.
6. The optimal target zones for SIM are large muscle groups such as the buttocks and thighs.
7. Avoid targeting the upper chest if at all possible. Shots to center mass have the highest potential for immediate incapacitation but also have the highest potential to cause serious internal injury.
8. The Remington 870 shotgun shall be the only shotgun from which the drag stabilized flexible baton is fired.
9. Less-lethal shall always be covered by a lethal force option.
10. The shooting of a vicious animal with less-lethal munitions is authorized to overpower it or chase it away. However, shooting an injured animal to death with less-lethal munitions to avoid reporting the discharge of a firearm is neither authorized nor recommended.

**Approved by Chief Tucker**

# ORTHOCHLORO BENZAMALONITRILE (CS GAS)

Color Code – **BLUE**

Classification – **IRRITANT**

Odor – Pungent peppery/chemical like odor

Method of Delivery – Liquid, Pyrotechnics, Blast Dispersion (powder), Fogging

Physiological Effects – involuntary eye closure

- profuse tearing
- intense burning sensation on all exposed skin and moist body parts
- difficulty in breathing, a crushing chest sensation
- excessive nasal drip
- CS is less toxic than CN, therefore fewer people are allergic to CS

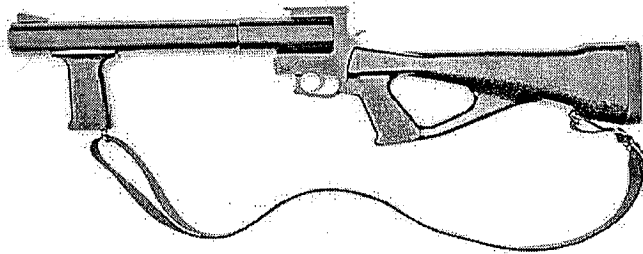
Chemical agents may also have little to no effect on the following types of persons:

- -drunks (alcohol inebriation)
- -those under the influence of narcotics
- -insane case
- -emotionally charged or distraught
- -individuals with an impaired neurological system

## DECONTAMINATION

1. Remove the subject from the contaminated environment.
2. Remove the subject's contaminated clothing if possible.
3. Place the contaminated subject into the fresh air, face into the wind if possible. Remember that chemical agents are micro-pulverized particles. The wind will blow some of it from the contaminated surface.
4. Flush the contaminated area with copious amounts of water. Officers may decontaminate other officers, but per G.O. K-3, suspects must be flushed out by an ambulance within 45 minutes of exposure.

# 37 MM LAUNCHER



The full stock gas gun can fire all Defense Technology/Federal Laboratories rounds and most 37/38 munitions with 50 yard, 75 yard and 100 yard increments.

## LAUNCHABLE MUNITIONS (CS / SAF SMOKE)



The Spede-Heat™ Short Range is designed to deliver one chemical or smoke canister from a gas gun down range 75 - 150 yards to the intended target zone. Burn times 20 to 25 sec.



Blue for CS long and short range both Smoke and CS

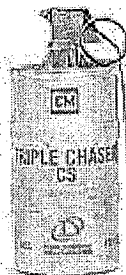
The Skat-Shell® is widely used as a crowd management tool for the rapid and broad deployment of chemical agent by a single grenadier. The Skat-Shell® contains separate sub-munitions (5) that function individually once the round is

discharged. The scattering effect and the rapid burning of the sub-munitions provide a wide area of coverage, minimizing the potential of being thrown back. Burn time 20-25 sec.

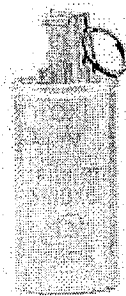
## HAND THROWN MUNITIONS (CS / SAF SMOKE)



The Riot Control grenade is designed specifically for outdoor use in crowd control situations with a high volume continuous burn that expels its payload in approximately 30-40 seconds with slightly less chemical content than the Spede-Heat™.



The Triple-Chaser® is a fast burning pyrotechnic grenade designed for crowd management. It consists of three separate canisters pressed together with separating charges between each. When deployed, the canisters separate and land approximately 20 feet apart allowing increased area coverage in a short period of time. Burn times 25 sec.



The Saf-Smoke™ grenade has approximately the same burn times as the Spede-Heat™ or Riot Control grenades and is used primarily for training as its formulation is considered to be less toxic than Hexachloroethane (HC) smoke. Burn time 35 sec.



The Han-Ball™ grenade is a fast burning, high volume continuous discharge grenade available in, CS, and Saf-Smoke™. The outdoor use grenade expels its payload in approximately 15-20 seconds.



The Rubber Ball Blast Grenade is a combination irritant and diversion device. Designed for maximum effect, it delivers up to three stimuli for psychological and physiological effect: light, sound and chemical agent cs. No burn time all agents expelled as munitions separates.



This grenade's pyrotechnic contents are burned within an internal can that is one of three in this design. The internal combustion allows the chemical-laden smoke to release through three ports on the outer canister side while safely containing

any of the fire-producing properties within the two internal canisters. Burn time 30 – 40 sec.

## OLEORESIN CAPSICUM (PEPPER SPRAYS)

Color Code –**ORANGE**

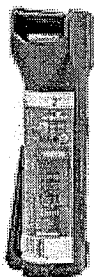
Classification – **INFLAMMATORY**

Odor - peppery or citrus depending on the manufacturer

Method of Delivery – Liquid or Blast Dispersion (OC can not be burned as it will lose its affects).

Physiological Effects – involuntary slamming shut of the eyes

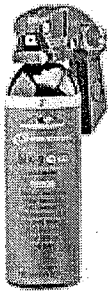
- profuse tearing
- intense burning sensation to all contaminated areas
- difficulty in breathing
- inflammation of mucous membranes
- intense nasal drip
- totally organic
- can not be delivered via pyrotechnics



OC Issued to all officers in small canister or: MK-6 (.68 oz); personal size/self-defense; OC; minimum deployment range 3 feet; effective deployment range 6-10 feet; 4- one second bursts; indoor and outdoor use.



MK-4 (.68 oz); personal size/self-defense; OC; minimum deployment range 3 feet; effective deployment range 6-10 feet; 4- one second bursts; indoor and outdoor use

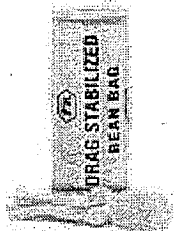
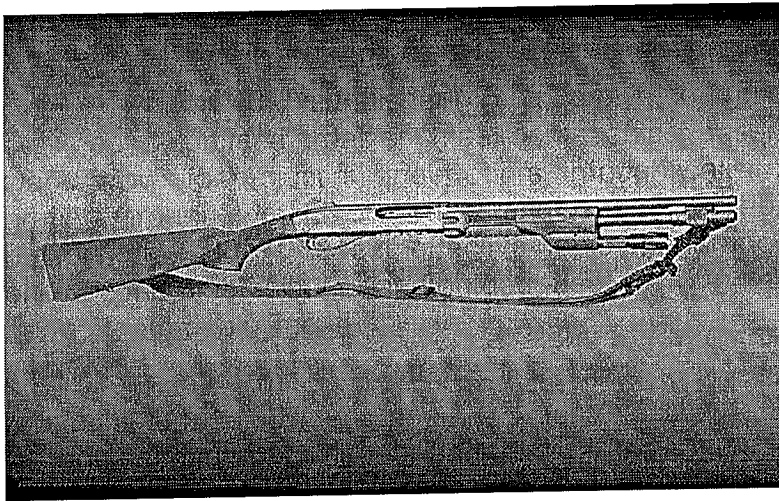


Tango Team deployment Delivery System: Stream MK-9 Fogger (12 oz); crowd control or contamination confined area such as crawl space, attics, closets etc.; OC; minimum deployment range is 6 feet; effective deployment range 10-12 feet; 7 – one second bursts; indoor and outdoor use



MK-46 Extinguisher (46 oz); crowd control or contamination of confined of confined areas such as rooms, attics, basements, etc. The steel wand allows for projection under doors, through walls, hollow doors, windows, grating, around corners, etc. The extinguisher is refillable; OC; minimum deployment range is 12 feet; effective deployment range is about 30 feet; 12 – one second bursts; indoor and outdoor use  
Tango team deployment. Delivery System: Stream.

# REMINGTON 870 SHOTGUNS



The Drag Stabilized (DS) flexible baton round is a single tear-shaped heavy cotton projectile with four stabilizer tails and filled with 40 grams (1.43 oz ) of #9 lead shot and when fired, the projectile travels at about 280 feet per second. Because the Drag Stabilized flexible baton is now tear shaped with four stabilizer tails, it is more aerodynamic, thus improving accuracy and range. The tear shape also creates a blunt impacting edge, which causes fewer injuries.



# TRAINING



# BULLETIN

Effective Date:  
26 Jul 06

Index Number: V-F-2  
Alpha Index: Chemical Agents  
Use of Chemical Agents

*"Department Training Bulletins shall be used to advise members of current police techniques and procedures and shall constitute official policy."*

## CHEMICAL AGENTS

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## I. INTRODUCTION

### A. Overall Description

1. Chemical agents used by the Oakland Police Department are divided into three classes: duty aerosol to distract and confuse threats (discussed in Part II), chemical agents to disperse crowds (discussed in Part III), and chemical agents to detect and dislodge barricaded subjects (discussed in Part IV).
2. Some chemical agents are used for more than one purpose and fall into more than one category.
3. When used correctly, chemical agents are highly effective, but their effects dissipate quickly when a subject leaves a contaminated area.
4. Members shall report all incidents when a chemical agent is applied to a subject in accordance with Department General Order (DGO) K-4, REPORTING AND INVESTIGATING THE USE OF FORCE.

### B. Contamination Levels

1. Level 1: Direct physical contact with a chemical agent.

A Level 1 contamination is the result of a chemical agent being applied directly to a person.

2. Level 2: Indirect or secondary contact with a chemical agent.

Level 2 contamination may occur when person attempts to control an individual who has Level 1 contamination and the chemical agent is transferred through physical contact.

3. Level 3: Area contamination.

Level 3 contamination refers to the location or the site where a chemical agent has been dispersed. An individual traveling through a contaminated area may be affected by the chemical agent present.

### C. Delivery & Dissemination Methods

Chemical agents are deployed in five ways:

1. Aerosol Delivery

A chemical agent laden liquid is forced through the nozzle of an aerosol container by a compressed gas.

2. Blast Dispersion

A fine chemical powder is expelled into the atmosphere in one of three ways: a detonator device, a compressed inert gas device, or a primer/black-powder cartridge. Because they offer very little fire hazard, these devices are ideal for indoor use.



3. Fogging

A chemical is discharged into the atmosphere by introducing a chemical laden formula into an area of hot exhaust. This process produces a high volume of smoke heavily permeated with the chemical. Fogging devices are used outdoors when large areas require contamination.

4. Launching

A chemical agent is delivered to a specific location by means of a launching device. The Department uses the Defense Technologies 37mm, double action, single shot, smooth-bore launcher. This launcher is capable of delivering chemical agent projectiles at distances up to 150 yards, providing officers with maximum standoff capability.

5. Pyrotechnic Release

A chemical is released by mixing the chemical with smoke produced by a burning fuel. These devices are designed for outdoor use and should not be thrown into or onto a building without proper flame containment.

D. Effects of Chemical Agents Used by the Oakland Police Department

1. Oleoresin Capsicum (OC)

- a. When OC is properly applied, the contaminated person involuntarily closes his/her eyes and is not able to reopen their eyes until the effects dissipate. Contaminated persons experience a burning sensation, redness, and a slight swelling at affected areas; a burning sensation and slight swelling to mucous membranes; excessive nasal mucous secretion; and shortness of breath.
- b. Allergic reactions to OC are rare. Although most allergic reactions are not life threatening, medical treatment must be provided. Signs of an allergic reaction may include itching, hives, difficulty in swallowing, and facial swelling (particularly around the eyes, lips, or nose).
- c. Exposure to OC may cause some individuals to become disoriented and confused. Due to the physical discomfort, some individuals may experience anxiety and panic.
- d. Most individuals react to OC within 1-5 seconds, providing the eyes and facial area have been sufficiently contaminated. OC is most effective on individuals who are lucid and have a normal pain threshold.
- e. An individual's mindset may influence OC's effectiveness. Goal oriented and mentally focused subjects may still accomplish their goals even though they cannot see and are experiencing significant pain and discomfort.
- f. Many OC failures are a result of operator error.



- g. Failure may also occur when OC is applied to individuals under the extreme influence of drugs/alcohol and/or with mental disturbances. Officers should never rely solely on a chemical agent, and alternate plans should be in place if the chemical agent does not produce the desired effect.
  - h. Animals used in police work, such as dogs and horses, are affected by exposure to OC.
  - i. Any powder or liquid OC chemical device which is delivered by a hand-held aerosol, or is hand-thrown or launched is color-coded with an ORANGE label or with ORANGE printing.
- 2. Orthochlorobenzalmalononitrile (CS)
  - a. When CS is properly applied, the contaminated individual feels a prickly, burning sensation on the skin, especially around the moist areas of the body such as the eyes, mouth, nose, throat, and armpits. CS causes excessive tearing and mucous discharge from the nasal passages. The contaminated person involuntarily closes and is not able to keep open his/her eyes. Breathing CS may create a feeling of tightness in the chest, shortness of breath, coughing, and/or sneezing. Extended and extreme exposures may result in nausea and vomiting.
  - b. Exposure to CS may cause some individuals to become disoriented and confused. Due to the physical discomfort, some individuals may experience anxiety and panic.
  - c. Most individuals react to CS within 3-7 seconds, depending on contamination concentration and the subject's mental state and physical condition. CS is most effective on individuals who are lucid and have a normal pain threshold.
  - d. Failure may occur when CS is applied to individuals under the extreme influence of drugs/alcohol and/or with mental disturbances. No deaths have been attributed to the use of CS.
  - e. Animals used in police work will suffer very little, if at all, from the effects of CS.
  - f. Any CS chemical device is color-coded BLUE.
- 3. Hexachloroethane (HC)(White Smoke)
  - a. Smoke munitions produce dense clouds of white-gray smoke.
  - b. Smoke is not a chemical agent; however, it may cause coughing and slight nasal and throat irritation. Smoke is used to mask the movement of personnel, plot wind direction and speed for chemical agent deployment, and to distract attention from other activities.
  - c. Smoke can only be deployed in the pyrotechnic form and is primarily designed for outdoor use.



## II. DESCRIPTION AND OPERATION OF DUTY AEROSOL

### A. Description of Duty Aerosol

1. Officers carry Oleoresin Capsicum (OC) aerosol spray on their duty belts for immediate deployment as a force option.
2. Officers consistently carry OC in the same location on their duty belt, facilitating a quick draw. What may work for one officer may not work for others.
3. The canister should lend itself to retention techniques if a subject attempts to remove the canister from an officer's belt. Officers ensure the positioning of an OC canister behind a firearm does not interfere with unsnapping and drawing the firearm from its holster.
4. Officers carry OC canisters in a manner that eliminates the possibility of accidental discharge.
5. The Oakland Police Department authorizes two sizes of aerosol canisters for duty carry; the size an officer carries is his or her discretion.
6. The First Defense/Federal Laboratories MK6 is a hand held aerosol device that contains .68 fluid ounces of liquid OC. The OC is dissolved in a non-flammable, water-based liquid carrier that is propelled by compressed nitrogen. The small size of the canister and the built-in belt clip make this canister ideal for plainclothes carry. The MK6 delivers a ballistic stream to a distance of 10 feet. The hydraulic needle effect range (explained below) is 3 feet. Under exigent circumstances, this canister may be deployed at distances closer than 3 feet.
7. The First Defense/Federal Laboratories MK4 is a hand held aerosol device that contains 3.0 fluid ounces of liquid OC. As with the MK6, the OC is dissolved in a non-flammable, water-based liquid carrier that is propelled by compressed nitrogen. The MK4 delivers a ballistic stream to a distance of 10 feet. The hydraulic needle effect range is 3 feet. Under exigent circumstances, this canister may be deployed at distances closer than 3 feet.
8. OC may have little or no effect on individuals who have a high pain threshold, are under the influence of alcohol or narcotics, or are mentally disturbed.
9. The hydraulic needle effect is the consequence of solid particulates traveling at high velocity and damaging soft tissue. Under normal conditions, the minimum safe distance for OC application is 36 inches. Although no documented cases exist in which the hydraulic effect has caused injury, officers are reminded that the possibility of injury, although rare, exists.

### B. Operation of Duty Aerosol

1. The primary target areas for OC are the eyes, eyebrows, and forehead. The secondary target areas are the nose and mouth. It is recommended that officers spray the target areas using a one to three second burst to ensure sufficient agent direct contamination. Officers need to be prepared to use multiple bursts as subjects often move as they are being sprayed and the subject may not react to the effects of the OC immediately. Like any other force option, only the proper application of OC ensures its effectiveness. The majority of OC application failures are due to applying OC to non-target areas.



2. Wind, rain, fans, hats, glasses, and other forms of shielding may affect the successful delivery of the ballistic stream.
3. Officers should never rely solely on one course of action. A preplanned alternate course should be readily available should the delivery of OC fail.
4. Officers shall attempt to avoid the use of OC on the following persons unless there is an imminent threat of injury to the officer, third party, or the subject:
  - a. The elderly
  - b. A subject known or reasonably known to be mentally disturbed
  - c. A subject known or reasonably believed to be suffering from obvious respiratory disabilities
  - d. A subject known or reasonably known to be pregnant
  - e. Young children
  - f. A handcuffed subject

### III. CHEMICAL AGENTS FOR CROWD CONTROL

#### A. Introduction

1. Chemical agents play a significant role in crowd control. Mobile field forces may be required to disperse or control non-compliant crowds, deny public areas, and clear structures that are being looted by rioters by using chemical agents.
2. When an unlawful assembly has been declared and the subjects do not voluntarily leave, the Incident Commander may decide to use chemical agents to disperse a non-compliant crowd. Officers shall only use chemical agents as a crowd dispersal tactic after receiving orders from the Incident Commander or supervisors. Crowd mentality, crowd distance, and environmental conditions dictate what type of chemical agent delivery system officers may use. Department approved chemical agents for crowd control are blast dispersion powder and pyrotechnic munitions.
3. Duty Aerosol OC shall not be used for crowd dispersal. During crowd control situations, Duty Aerosol OC may only be used against specific individuals who are engaged in specific acts of serious unlawful conduct or who are actively resisting arrest.
4. This Training Bulletin discusses how to deliver chemical munitions. For specific crowd control guidelines and tactics, refer to Training Bulletin III-G, Crowd Control and Crowd Management (28 Oct 05).



## B. Delivery of Pyrotechnic Chemical Munitions

Pyrotechnic chemical munitions are hand thrown grenades or munitions launched from a launching device.

### 1. Hand Deployed Grenades

#### a. Description

- 1) Hand-thrown munitions are primarily pyrotechnic grenades. There are many types of grenades, but all have the same basic operating characteristics. A standard grenade consists of a body, a fuse, burning and chemical agents, and a safety lever.
- 2) The body of a grenade is nothing more than a container holding the fuse and burning and chemical agents together.
- 3) Pyrotechnic grenades use a M201A1 mechanical fuse. This fuse has a burn time of approximately 2.0 seconds. After the safety lever is released, the delay element burns for approximately 2 seconds before the main burning agent ignites.
- 4) The burning agent is the fuel mixture that burns along with the chemical agent. The burning agent produces a smoke cloud that carries the chemical agent particles into the atmosphere.
- 5) The safety lever is the metal lever attached to the fuse. When attached to the fuse, the safety lever prevents the spring-loaded striker mechanism in the fuse from striking and igniting the delay element.
- 6) The deployment range of a grenade is dependent upon the throwing ability of the deploying officer.

#### b. Instruction for Deploying a Grenade by Hand

- 1) To deploy a grenade by hand, follow these steps:
- 2) Grip the grenade with the safety lever positioned in the web of the throwing hand. The pin should face the non-throwing side of the body.
- 3) Left-handed throwers may have to invert the grenade and grip it so that the fuse is pointed toward the ground. This grip facilitates the pin facing the non-throwing side of the body.
- 4) Prepare the pin by partially straightening the tail end of the safety pin.
- 5) Use the index finger of the non-throwing hand to hook the safety pin through the pin ring. Twist and pull the pin out of the fuse. Retain the pin until after the grenade has been deployed.
- 6) Visually check the target area for subjects that might be injured by the deployment or unable to escape the effects of the chemical agents, (e.g., elderly, physically disabled, or young children).



- 7) If you decide not to throw the grenade, you may re-insert the safety into the fuse (Expect some difficulty in re-inserting the safety pin.).
- 8) Throw the grenade toward the target area.
- 9) An officer may throw a grenade in three ways. The best way of throwing a grenade depends upon the preference of the individual officer.
- 10) Officers execute a straight-arm throw by extending their arm to the rear and throwing the grenade in a sweeping motion over their head. The free arm maintains balance and creates momentum for the throwing arm.
- 11) The overhand throw is similar to throwing a baseball. Officers cock their throwing arm behind their head while pointing their free hand toward the target area.
- 12) Officers execute an underhand lob by "lobbing" the grenade in the same fashion as lobbing a horseshoe or a slow-pitch softball. Officers may choose this throw when the target area is only a short distance away.

c. Types of Grenades Used by the Department

- 1) #2/Spede-Heat
  - a) The #2/Spede-Heat is a metal-bodied grenade shaped like a soda can. The grenade is 2.62 inches in diameter and 6.12 inches long. It contains 81.2 grams of chemical agent. The Department maintains an inventory of this grenade in both CS and HC (Smoke).
  - b) The #2/Spede-Heat is a long burning, high volume, continuous discharge grenade. It has a 30 – 40 second burn time. The chemical agent is discharged through 4 gas ports located at the top of the grenade, 3 gas ports on the sides, and 1 gas port on the bottom.
  - c) The long burn time may allow for "throwback" by individuals using burn protection on their hands. This device should not be deployed onto rooftops, in crawl spaces, or indoors due to its fire producing capability.
- 2) The #4/Triple Chaser
  - a) The #4/Triple Chaser is a metal-bodied grenade shaped like a soda can. The grenade is 2.70 inches in diameter and 6.5 inches long. It contains 92 grams of chemical agent. The Department maintains an inventory of this grenade in both CS and HC (Smoke).





- b) The #4/Triple Chaser is a fast burning, medium volume grenade that separates into three sub-munitions on deployment. When the grenade is deployed, a small charge between the sections causes the sub-munitions to separate, creating approximately 20 feet between the sub-munitions. The #4/Triple Chaser has a 20 – 30 second burn time.
  - c) This device should be thrown under-hand to keep the grenade moving towards the target area. This method assists the sub-munitions to deploy on a line from left to right.
  - d) The separating sub-munitions and quick burn time minimize “throw-back” potential. This device should not be deployed onto rooftops, in crawl spaces, or indoors due to its fire producing capability.
- 3) #15 Han-Ball
- a) The #15 Han-Ball grenade is a rubber-bodied grenade shaped like a baseball. The grenade is 3.10 inches in diameter and 4.8 inches long. It contains a total of 45.4 grams of chemical agent. The Department maintains an inventory of this grenade in both CS and HC (Smoke).
  - b) The #15 Han-Ball is a fast burning, high volume continuous discharge grenade. It has a 15-20 second burn time. The chemical agent is discharged through 3 ports located on the equator of the grenade body.
  - c) The location of the ports minimizes the grenade’s “throw-back” potential. This device should not be deployed onto rooftops, in crawl spaces, or indoors due to its fire producing capability.
- 4) #98 Pocket
- a) The #98 Pocket grenade is a metal-bodied grenade that is cylindrical shaped. The grenade is 1.4 inches in diameter and 4.75 inches long. It contains a total of 25.2 grams of chemical agent. The Department maintains an inventory of this grenade in both CS and HC (Smoke).
  - b) The #98 Pocket grenade is a small, lightweight, easily carried, quick burning, reduced volume, continuous discharge grenade. It has a 20-25 second burn time.
  - c) The #98 Pocket grenade is not specifically intended as a crowd control device. It was designed with the tactical team in mind for distraction, concealment, rescue, or signaling. This device should not be deployed onto rooftops, in crawl spaces, or indoors due to its fire producing capability.



5) #15 Rubber CS Blast Dispersion

- a) The #15 Rubber CS Blast Dispersion grenade is a rubber-bodied grenade shaped like a baseball. The grenade is 3.10 inches in diameter and 4.8 inches long and contains 8.0 grams of flash powder and 2.0 grams of powdered CS chemical agent.
- b) When the #15 Rubber CS Blast Dispersion grenade is deployed, the grenade has an initial 1.5 second delay that initiates fuse assembly separation, followed by another .5 second delay before the grenade discharges.
- c) Unlike other grenades, the #15 Rubber CS Blast Dispersion grenade is a non-pyrotechnic grenade. Instead, this grenade produces 3 stimuli for psychological and physiological effect: light, sound, and chemical agent in the form of powdered CS.
- d) Upon discharge, a bright white light is emitted along with a loud report sufficient to disperse the powdered chemical agent in a 50-foot radius.
- e) This grenade may be deployed for ground or aerial bursts at the discretion of the officer deploying the munition. The #15 Rubber CS Blast Dispersion grenade may also be used in tactical situations.

2. Launched Pyrotechnic Munitions

a. Description and Use

- 1) Launched chemical munitions enhance officer safety in crowd control situations by providing officers with standoff capability while delivering chemical agents from a distance.
- 2) The Department Tactical Team maintains three configurations of the Defense Technologies Model L1, 37mm Launcher: the full stock configuration, the tactical model, and the pistol model.
- 3) The L1 Launcher is a single shot, smooth bore launcher. It has a double action trigger and a top latch breech lock that, when lifted, may be opened for loading and un-loading.
- 4) The launcher has a bladed front sight and a rear leaf sight.
- 5) The sights are configured so that, when the rear sight is folded down, the front sight may be used for precision fire to a range of 50 yards. When the rear leaf sight is raised, the lower aperture of the rear sight is used for precision fire to a range of 50-75 yards. The upper aperture on the rear leaf sight is used for precision fire onto targets that are at a range of 75-100 yards.



- 6) The launchers are cleaned in the same fashion and using the same equipment and solvents as are used for cleaning a firearm. Only trained personnel who maintain qualification standards may use the launcher.

b. Types of Launched Munitions Used by the Department

1) Spede-Heat 37

- a) The Spede-Heat 37 is a 37mm pyrotechnic munition designed to deliver one chemical or smoke canister down range to a target at a distance of up to 150 yards. The Department maintains this munition in the CS configuration.
- b) The canister is 1.5 inches in diameter and 4.75 inches long. It contains 25.2 grams of CS and has a burn time of 20-30 seconds.
- c) The canister may be fired in the air at an angle of 25-30 degrees to achieve maximum standoff distance. The canister may also be skip-fired into the target area from lesser distances.
- d) The Spede-Heat 37 is designed for outdoor use and is not intended for barricade penetration. A spotter should ensure launched canisters do not ignite fires. Because serious injury may result, do not fire this canister directly at persons.

2) Skat Shell 37

- a) The Skat Shell 37 is a 37mm munition designed to deliver multiple pyrotechnic chemical or smoke canisters down range to a target at a distance of up to 75 yards. The Department maintains this munition in the CS configuration.
- b) The cartridge is 1.5 inches in diameter and 5.5 inches long. The cartridge contains five separate sub-munitions with 34 grams of chemical agent. The burn time for the sub-munitions is 20-30 seconds.
- c) The Skat Shell 37 allows for a broad deployment of chemical agents by one grenadier. The five separate sub-munitions function individually once the cartridge is discharged. The small scattering effect and the rapid burning of the sub-munition canisters provide a wide area of coverage and minimize the "throwback" potential.
- d) The cartridge may be fired at an angle of 25-30 degrees to achieve maximum standoff distance. The cartridge may also be skip-fired into the target area from lesser distances.



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- e) The Skat Shell 37 is designed for outdoor use and is not intended for barricade penetration. A spotter should ensure the sub-munitions do not ignite fires. Because serious injury may result, do not fire this canister directly at persons.
- c. 37mm Muzzle Blast
  - 1) The 37mm Muzzle Blast is designed to deliver chemical agent laden powder from a 37mm launcher to a distance of 30 feet. The Muzzle Blast is not a pyrotechnic device.
  - 2) The cartridge is 1.5 inches in diameter and 5.5 inches long. The CS cartridge contains 19.6 grams of CS agent. The OC cartridge contains 2.5 grams of OC agent. The Department maintains this munition in both CS and OC configurations.
  - 3) The 37mm Muzzle Blast is used as a crowd control tool for the immediate and close deployment of chemical agent. The 37mm Muzzle Blast is an excellent round for deploying chemical laden powder directly onto subjects at ranges up to 30 feet.
  - 4) The 37mm Muzzle Blast has also proved successful during tactical operations. It may be used for room clearing, space denial, and contaminating crawl and attic spaces to deny a subject access or to dislodge barricaded subjects.
  - 5) It is recommended that the grenadier and all personnel in the immediate vicinity of deployment wear protective masks.

## IV. CHEMICAL AGENTS FOR TACTICAL OPERATIONS

### A. Introduction

- 1. Chemical agents play a significant role in tactical operations.
- 2. Subjects barricaded inside a structure present a clear and identifiable hazard to officers.
- 3. When negotiations do not resolve an incident, chemical agents serve as an intermediate option. Chemical agents can be deployed to dislodge a subject from a structure, deny a subject's ability to enter advantageous spaces, and/or to detect a subject's location by the subject's coughing and/or moving from a contaminated area.
- 4. Success depends upon the proper application and escalation of chemical agents and a tactical team's patience to allow the chemical agent(s) to take effect.
- 5. In cases in which the subject is not dislodged, the continual application of chemical agent often wears the subject down, diminishing his or her will to fight and resist. In some incidents, the systematic application of chemical agents minimizes a subject's freedom of movement.
- 6. Some subjects may have the will and/or ability to cope with the effects of chemical agents. Others may be well prepared with protective masks or other improvised methods for defeating their effects.



## B. Preparation for Delivery

1. Before the delivery of chemical agents in tactical operations, the complete evaluation of an area is required. Information gathering is one of the keys to preparation. Several key factors may prove advantageous.
2. Floor Plan – It is advantageous to know the structure's floor plan and the location of the subject before deployment of munitions.
3. Agent Selection – Based on the tactical situation and objectives, select the type and form of agent to use.
4. Method of Deployment – Based on the tactical situation and Department policy, decide the method of deployment. This method may be simultaneous deployment affecting the entire structure or a methodical deployment targeting particular areas.
5. Precautions – Because of their potential danger and contamination properties, indiscriminate use of chemicals must be avoided. Medical and fire fighting personnel and equipment should be readily accessible.
6. Perimeter Control – Ensure the inner and outer perimeter are secure. Ensure that the area is clear of bystanders and traffic.
7. Communications – Alert all officers on the scene that chemical munitions will be deployed. This alert informs officers chemical munitions, not weapons, are fired and allows officers within the immediate area to don protective masks.
8. Personnel – Make specific assignments for which officer(s) is to deploy chemical munitions and which officer(s) is to provide over-watch for the deployment.
9. Delivery – Establish the order of locations within the structure to be contaminated. Also establish the quantity of chemical munitions to be delivered into each target area and the frequency at which chemical agents should be re-deployed into the structure.
10. Systematic Gas Out – This operation is a typical barricaded subject deployment. Munitions are systematically inserted into a structure top to bottom, room by room, in an effort to deny space and force the subject to evacuate by a predetermined escape route.
11. Total Gas Out – This operation is the full simultaneous deployment of chemical agents into an entire structure in an effort to force the subject to leave the structure.

## C. Types of Chemical Munitions for Tactical Operations

1. Launched Munitions: 37mm T-14 Barricade Penetrating Projectile (Ferret)
  - a. The Department maintains the 37mm T-14 Barricade Penetrating Projectile (Ferret) as a staple tool for resolving barricaded subject incidents.



- b. Although the chemical agent payload is low, the benefit of the Ferret is its ability to penetrate barriers and disperse agent beyond the barrier. The Ferret round penetrates windows, particleboard, doors, and interior walls. Upon impact, the nose cone breaks apart and instantaneously delivers the agent payload inside the structure.
- c. The Ferret is a launched chemical munition designed for penetrating physical barriers and is not suitable as a specialty impact munition (SIM). These munitions shall not be direct fired at a subject unless lethal force is authorized.
- d. The Ferret uses the 37mm Launcher as the launching device.
- e. The Ferret is a fin stabilized, frangible projectile filled with .28 oz of liquid CS. The plastic projectile itself is 1.5 inches in diameter and 4.8 inches long.
- f. Spin stabilization affords maximum standoff distance. The Ferret has a maximum range of about 200 yards and is highly accurate at ranges of 50 yards or closer.
- g. The Ferret round is non-burning and suitable for indoor use.
- h. Additional considerations before deployment of the Ferret:
  - 1) Trajectory considerations – The Ferret must be fired so that the trajectory is low to high. This trajectory reduces the possibility of the Ferret striking any subject standing on the other side of a window or door.
  - 2) Dispersal considerations – For the agent to disperse, the Ferret's impact must be hard enough to fracture the projectile. Double paned windows, heavy window coverings, and hard wood doors will interfere with the dissemination of the agent from this round.
  - 3) Deployment considerations – As a rule of thumb, initially deploy two liquid projectiles per room. If the first deployment does not dislodge the suspect, wait 5 – 15 minutes and repeat the procedure. Remember that each time you make an insertion with the Ferret round, you are ventilating the structure and allowing for chemical agent to be released.
  - 4) Performance – After the munitions have been deployed, exercise patience. Allow the agent to contaminate the area and affect the subject. Although the subject may not evacuate the structure, he/she may be reacting in a way that displays his/her location within the structure. Further containment may then be possible at that location.
  - 5) Force Options – Liquid Ferret projectiles do not produce the intense effects that other chemical munitions produce due to the small payload the Ferret carries. Beginning with Ferret projectiles affords officers ample time to evaluate whether more Ferret projectiles or another form of chemical agent delivery system is required.



6) Penetration factors for the 37mm Barricade Penetrating Projectile

**Direct 90 degree impact**

Barricade material	Range
5/8" CDX Plywood	50 yards
3/4" CDX Plywood	35 yards
1/4" OSB	50 yards
1/2" Drywall	50 yards
5/8" Drywall	50 yards
Hollow Core Door	50 yards

**Indirect 45 degree impact**

Barricade material	Range
5/8" CDX Plywood	35 yards
3/4" CDX Plywood	15 yards
1/4" OSB	50 yards
1/2" Drywall	50 yards
5/8" Drywall	50 yards
Hollow Core Door	50 yards

2. Hand Thrown Chemical Munitions for Tactical Operations

- a. A majority of grenades designed for indoor use operate by dispersing a powdered chemical agent into the atmosphere through a non-fire blast or compressed air expulsion.
- b. Unable to contaminate a large structure, these non-burning grenades are ideal for contaminating small enclosed areas such as crawl spaces, attics, hallways, and closets.

3. T-16 Flameless Expulsion Grenade

- a. The T-16 Flameless Expulsion Grenade is 1.65 inches in diameter and 7.5 inches long and has a payload of 4.5 grams of CS powder or .5 grams of OC powder.
- b. The grenade uses a M201A1 fuse to create a 1.5 second delay. Upon activation of the onboard CO2 cartridge, the chemical agent powder is expelled within seconds through two ports in the body of the grenade.
- c. The extremely light powder remains airborne for extended periods of time depending on draft conditions.

4. The Multi-Purpose Grenade (MPG)

- a. The MPG is designed for indoor and outdoor use and alleviates the potential dangers associated with fire or fragmentation grenades. The grenade can be hand thrown or launched.



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- b. The MPG is 3.3 inches in diameter and 6.4 inches long and has a payload of 54.3 grams of powdered CS. The fuse has a variable delay mechanism of either two or five seconds, depending on the choice of delivery.
  - c. When hand throwing this device, the deploying officer must exercise caution and ensure the discharge port is pointed at the intended target.
- 5. #514 Instantaneous Blast Grenade
  - a. The payload of the #514 Instantaneous Blast Grenade is a powdered chemical agent expelled upon initiation of a small internal detonator that has sufficient force to split the canister at the six machined grooves on the outside of the grenade body.
  - b. The grenade is 2.62 inches in diameter and 6.12 inches long. The grenade uses a M201A1 standard fuse with a 1.5 second delay. The payload is 44.0 grams of CS or 9.2 grams of OC.
  - c. This grenade is most effective when used in confined areas and close to the target area.
- 6. #517 Tri-Chamber Flameless Grenade
  - a. This pyrotechnic grenade is specifically designed for indoor use.
  - b. The grenade's internal combustion allows the chemical-laden smoke to release through three ports on the outer canister side while the grenade's two internal canisters safely contain the fire producing properties.
  - c. The grenade is 2.62 inches in diameter and 6.62 inches long and contains 20 grams of CS agent; it has a burn time of 30 – 40 seconds. The grenade uses a M201A1 standard fuse with 1.5-second delay. The fuse is shrouded to protect surrounding materials from fire.
  - d. The Tri-Chamber Flameless grenade delivers a pyrotechnic chemical device indoors to maximize the chemical's effectiveness through heat and vaporization while minimizing the chance of fire. As with all pyrotechnic carriers, contamination is greater than contamination produced by powders or liquids.
  - e. The smoke and chemical content is minimal enough that oxygen displacement concerns and lethal concentration levels are rarely reached.
  - f. This grenade is an option when chemical laden powders or liquids are ineffective or inappropriate for the situation.





## V. SAFETY PRECAUTIONS DURING USE OF CHEMICAL AGENTS

### A. Description and Use of Chemical Protective Mask

#### 1. Description of Chemical Protective Mask

- a. A protective mask offers the user respiratory and eye protection against chemical agents in the atmosphere. Protective masks generally have an external canister and a full-face cover protecting the eyes, nose, and mouth.
- b. The Department uses the following chemical protective masks: the Phalanx #68, the Advantage 1000, and the Millennium #70.
- c. Military issued chemical protective masks such as the M17, M17A1, M17A2, and Model 40 & Model 40A are not National Institute for Occupational Safety and Health (NIOSH) approved for CN/CS/OC. Although the military masks are effective against these agents, Occupational Safety and Health Administration (OSHA) requires law enforcement personnel to use NIOSH approved canisters.
- d. The term gas mask is inaccurate to describe these chemical protective masks, for the chemical agents officers use are not gases but micro-pulverized particulates that are burned and vaporized and then disseminated as blast dispersion or released in an aerosol or fog.
- e. Members should periodically inspect the following areas of their masks to ensure serviceability:
  - 1) *Head harness* – Check for frays, crimps, cuts, rips, or holes.
  - 2) *Fasteners* – Check for chips, cracks, bends, or rust.
  - 3) *Nose cups* – Determine if one is installed. If so, make sure it is installed properly. Check for visible damage.
  - 4) *Face piece* – Check for cracks or irregular shape or form. Look for tears, cracks, or holes in the lens. Make sure the lens is sealed properly to the face piece.
  - 5) *In-take\Out-flow Valves* – Check for dryness, cracks, and proper seating.
  - 6) *Canisters* – Make sure the correct canister for the mask is installed and that it has no cracks, dents, or holes.

#### 2. Donning and Clearing a Chemical Protective Mask

- a. To don a chemical protective mask, follow these steps:
  - 1) Hold your breath.
  - 2) Remove the protective mask from the carrier and grab the temple straps with your middle index fingers. Grab the bottom straps with your thumbs.



- 3) Insert your chin into the protective mask, followed by your nose, then your forehead.
  - 4) Pull the head harness assembly over your head, affixing your face in the mask. Tighten the bottom chinstraps first, then the temple straps, and finally the head straps. Adjust until the fit is snug but comfortable.
  - 5) Make certain that hair (including facial hair) is not compromising the mask's face seal. Do not pull straps out and away from your head but rather pull to the rear of your head. Do not pull the straps too tight!
- b. To clear a chemical protective mask, follow these steps:
- 1) Once the mask is properly donned, inhale deeply. Using the right or left hand, take your palm and cover the in-take valve and the out-flow valve. With your other hand, cover the canister in-take and QUICKLY BLOW OUT. The protective mask will release a small amount of air past the temple area and part slightly from the face, allowing bad air to escape the inside of the mask.
  - 2) Leaving the hand on the canister, QUICKLY INHALE good air into the mask completing the seal. The mask should slightly collapse against the face and remain collapsed until the wearer uncovers the filter.
  - 3) Readjust the face piece to correct for any leakage and repeat steps 2 and 3. Wearing a helmet or other protective headgear may require some adjustments. If the seal has been broken in a contaminated environment, clear and seal the mask 2-3 times to purge the mask as well as possible.
3. Performance of Chemical Protective Mask
- Filters reduce a user's ability to breathe normally. Using dual filters improves performance. Breathing efficiency becomes continuously reduced as the filter(s) becomes clogged with contaminants. Labored breathing place extra burden on the heart and lungs, thus hastening fatigue.
4. Storage of Chemical Protective Mask
- The life of a protective mask and canister is dependent on proper storage. When not in use, a properly maintained mask with an attached sealed canister (using protective tape) should be stored in its carry case. Storing a chemical protective mask in a dry area with a moderate constant temperature minimizes deterioration of the rubber and the canister's absorption of moisture. When inserting the mask into its carry case, avoid folding or creasing the mask so it will not retain the memory of the crease or fold. Do not stretch the head harness over the face piece and lens.



## 5. Maintenance of Chemical Protective Mask

Remove the filter and perform a tap-test by tapping the filter against a hard surface in order to free any residual materials. Thoroughly wash the rubber and plastic parts of the mask with a small amount of mild, non-oil based soap dissolved in warm water. Rinse the mask thoroughly. Allow the mask to air dry. Do not use items such as a heat lamp or hair dryer to dry the mask because the direct, intense heat will cause the rubber to dry out and become brittle. Avoid exposing the mask to direct sunlight.

Do not allow the filter to become wet. Should the filter become exposed to water or any other liquid, replace it. If you have a respiratory illness, the filter may become contaminated. Replace it after use. Standard filters are rated for 4 hours in a heavily contaminated atmosphere. If breathing becomes very labored after 4 hours, replace the filter.

## B. Steps to Decontaminate a Person Exposed to a Chemical Agent

### 1. Steps to Decontaminate a Person Exposed to Level 1 and Level 2 Contamination

Perform the following steps to help decontaminate a person exposed to level 1 and 2 contamination:

- a. Remove the contaminated individual from the contaminated environment.
- b. Calm the subject and remind the subject to breathe normally and relax.
- c. Monitor the subject's condition.
- d. Summon medical attention to the scene for the purpose of flushing the contaminated areas. Any subject exposed to chemical agents must receive medical assistance as soon as practical.
- e. Flush the contaminated area with copious amounts of cool water.

The effects of the chemical agent should dissipate within 30 to 45 minutes

- 1) **Do Not** rub the affected area. **Do Not** use creams, salves, or lotions to ease the pain.
- 2) **Do Not** leave the individual un-attended.

### 2. Steps to Decontaminate a Level 3 Area Contamination

- a. Mark the contaminated area and remove spent chemical agent devices, if present.
- b. Open all doors and window to ventilate the building and remove airborne particulates. Fans may used to increase ventilation.
- c. Clean surfaces using non-ionic, non-oil based detergents such as Tide or Ivory liquid.



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- d. If powdered chemical agents were used, use an HEPA –filtered vacuum cleaner to collect the residual powder. A household vacuum may stir the powder rather than trap it.
- e. Close all doors and windows if the chemical agent is still present. Heat the building as hot as practical (at least 4 hours at a minimum of 95 degrees). After 4 hours, open a window at each end of the building and ventilate with fans. Continue heating the building and ventilating until the agent is removed.
- f. Wash / dry clean clothing and fabrics. More than one treatment may be necessary.
- g. Discard all food in plastic containers or wrapped in plastic wrap. Foods stored in sealed metal cans may be used after the containers have been thoroughly washed.

Some or all of the above steps may be repeated a number of times to remove lingering traces of chemical agents in heavily contaminated areas. Some furniture and fabrics may have to be replaced.

C. Medical Considerations

Although there have been no deaths attributed to the use of CS, several cases of in-custody death involved the use of OC. Although there is no evidence that OC directly caused these deaths, officers must be aware of their duty to care for subjects on whom they have applied a chemical agent.

Individuals who have ingested cocaine are at risk because cocaine constricts the blood vessels, elevates the heart rate, raises blood pressure, and increases body temperature.

After officers handcuff a subject, the subject should be turned on his/her side or placed in a seated position. Medical assistance should be summoned as soon as practical. The subject should not be left unattended while waiting for medical response.

**Approved by Chief Tucker**

Oakland Police Department Tactical Operation  
Distraction Devices

COURSE TRAINING OBJECTIVES

- Discuss Types of Explosions
- Primary and Secondary Effects of an Explosion
- History and Types of Diversionary Devices
- Specifications of Model 7290 Flash Bang
- Model 7200 Series Training System

COURSE TRAINING OBJECTIVES

- M201 Fuze/Safety Data Sheet/Fuze Firing Sequence
- Deployment of Flash Bang/Hang Fire, Misfire or Failure
- Render Safe Procedures for a Misfire
- Decibel Levels
- Secondary Blast Pressure Effects
- Instructor Checklist – Hands-on Training

COURSE TRAINING OBJECTIVES

- ATF Requirements
- Flash Bang Terms and Definitions
- Specification Sheets
- Certification Test

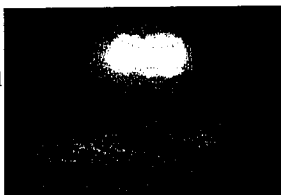
TYPES OF EXPLOSIONS

- Nuclear
- Mechanical
- Chemical

TYPES OF EXPLOSIONS

Nuclear Explosion

- Fission (splitting of the nuclei of Atoms)
- Fusion (joining together of the nuclei of Atoms)
- The bombs used on Japan during WWII used 2.2lbs of nuclear material and created an explosion equal to 140,000,000 pounds of TNT



Oakland Police Department Tactical Operation  
Distraction Devices

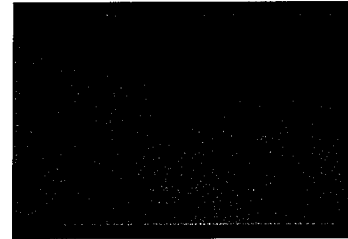
Mechanical Explosion

- The gradual and constant buildup of pressure to the point of explosion
- A tea kettle/pressure cooker, building up pressure until it explodes
- BLEVE = Boiling Liquid Expansion Vapor Explosion

### Chemical Explosion

- The extremely rapid and violent conversion of a solid or liquid explosive compound into gases having a much greater volume than the substances from which they are generated.
- Examples of chemicals might include gasoline, gun powder, and/or flash powder.
- With the exception of Nuclear Explosions, all manufactured explosives are chemical explosives.

### Chemical Explosion



### Chemical Explosion

- **High Order Explosion** = the complete charge explodes as designed.
- **Low Order Explosion** = the charge does not completely explode or does not explode with the designed velocity.
- Train your officers what to do if you have a Low Order Explosion

### Chemical Explosion

#### Chemical Explosion - 'Speed of Combustion'

- **Deflagration** = a slow explosive, pushing effects
  - Black Powder, Smokeless Powder, and Flash Powder
- **Detonation** = a very rapid, almost instantaneous explosion
  - RDX, HMX, TNT, and PETN (all burn faster than 6,500 fps)

### Chemical Explosion

#### • 'Explosives Classifications'

- **Low Explosive** = slow change from a solid to a gaseous state at up to 3,300 feet per second (fps)
  - Black Powder, Smokeless Powder, and Flash Powder
  - Have a pushing effect
- **High Explosive** = change from a solid to a gaseous state almost instantaneously at 3,300 - 27,888 fps
  - Creates a shattering effect known as **Brisance**

### Chemical Explosion

#### Low Explosives vs. High Explosives

- Low explosives are described as "deflagrating" and generally burn at less than 3,300 fps (flash bangs)
- High explosives are designed to shatter and destroy - they are described as "detonating" and generally burn greater than 3,300 fps

### Primary Effects of an Explosion

- Thermal Event
- Blast Pressure
- Fragmentation

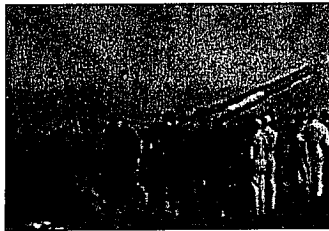
The three primary effects listed by some other training courses are:

Heat  
Light  
Sound

### Primary Effects of an Explosion

- Thermal Event
  - Heat
  - Light
- Blast Pressure
- Sound
- Fragmentation

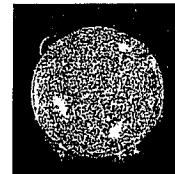
### Primary Effects of an Explosion (extreme)



### Oakland Police Department Tactical Operation Distraction Devices

#### Thermal Event (Heat)

- The least desirable effect of a flash bang
- Heat from a flash bang can exceed 3000° Fahrenheit
  - CTS 7290 & 7290M = 2,700F
- Can cause fires
  - Always have fire extinguishers with your team



### Oakland Police Department Tactical Operation Distraction Devices

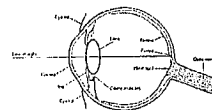
#### Thermal Event (Light)

- The Thermal Event of a flash bang creates the light effect that assists law enforcement officers by taking away night or low light vision of a suspect
- The flash bang's use on a person under the influence of drugs or alcohol or one who is mentally disturbed may not be as effective as when used on a lucid person
- A person's vision is effected by the Cones and Rods in the eyes

### Oakland Police Department Tactical Operation Distraction Devices

#### Thermal Event (Light)

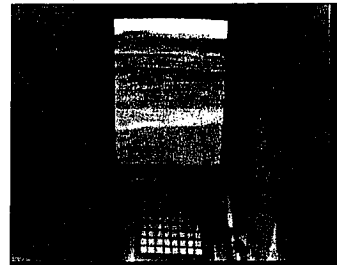
- Cones = Let us see colors; they need a lot of light to function



### Thermal Event (Light)

- Rods = produce the chemical *Rhodopsin* that lets us see black and white better in the dark
- Light bleaches out Rhodopsin
- Once Night Vision is lost, 20-30 minutes is required to redevelop the Rhodopsin
  - Some night vision will recover within several minutes

### Primary Effects of an Explosion - Blast Pressure



### Fragmentation

- From the device
- From debris around the explosion site; also known as secondary fragmentation

### Primary Effects of an Explosion - Fragmentation



### Blast Pressure

The almost instantaneous creation of gases being forced away from the explosion site, compressing the surrounding air into a blast pressure wave



Oakland Police Department Tactical Operation  
Distraction Devices

Overpressure is the increase of atmospheric pressure created by the compression of air caused by the blast pressure wave

- Overpressure is measured in Pounds Per Square Inch (PSI) – Normal atmospheric pressure is 14 psi at sea level
- Recommendation - flash bang be less than 5 PSI
- The CTS Model 7290 is 1.63 PSI at 5 feet

Oakland Police Department Tactical Operation  
Distraction Devices

Blast Pressure and Overpressure

The greater the explosion, the more effect of the overpressure (PSI) on the body

- Ears most affected by overpressure
- Pressure waves can cause internal (cellular) damage
- Can cause serious injury or even death at certain levels.
  - Infants are more susceptible due their developing bodies
  - Greater consideration should be taken prior to use of a Flash Bang when infants or children are present

Oakland Police Department Tactical Operation  
Distraction Devices

Blast Pressure

- Multiple bangs used in a room
  - PSI may have slight increase
- Use in a small room (Bath/Utility)
  - PSI will have slight increase
  - Duration will be longer

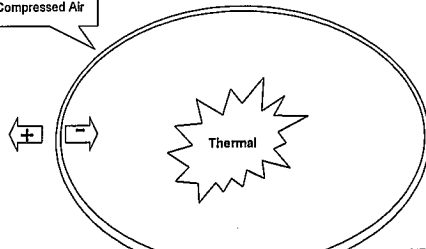
Oakland Police Department Tactical Operation  
Distraction Devices

Blast Pressure

- Positive Wave = formed the instant of the explosion and moves away from the explosion site
  - Shock Front is the leading edge of the positive wave
  - Brisance – French word used to describe the shattering effect of the shock front
- Negative Wave = the returning pressure wave to fill the vacuum created by the positive wave
  - Not as fast or violent as the positive wave

Oakland Police Department Tactical Operation  
Distraction Devices

Arc of Light (BPW)  
Shock Front  
Compressed Air



Positive wave pushes air out  
Negative wave brings it back

Oakland Police Department Tactical Operation  
Distraction Devices

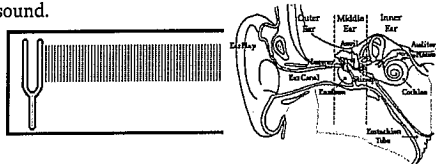
Blast Pressure (Brisance) and Fragmentation



### Oakland Police Department Tactical Operation Distraction Devices

#### Blast Pressure = Sound

- Sound is the direct result of a Pressure Wave on a functioning ear, which transforms the Pressure Wave into sound.



### Oakland Police Department Tactical Operation Distraction Devices

#### Blast Pressure = Sound

- Sound is measured in Decibel Levels (dB)
  - Anything over 90 dB may cause hearing pain
  - Anything over 130 dB may cause eardrum damage
  - At 185 dB there is a possible 50% chance of eardrum rupture
  - Flash bangs should have less than 185 dB
  - The CTS Model 7290 has 175 dB at 5 feet

### Oakland Police Department Tactical Operation Distraction Devices

#### Blast Pressure (Sound) and dB

Ambient	= 40 dB
Conversation	= 60 dB
Jet Engine	= 100 dB
Rock Concert	= 125 dB
.45-Caliber ACP	= 157 dB
9mm Pistol	= 159 dB
12-gauge 18" Shotgun	= 161 dB
.223 tactical round	= 164 dB
CTS Model 7290 & 7290M	= 174.5 dB

### Oakland Police Department Tactical Operation Distraction Devices

#### Blast Pressure (Sound) and dB

- Comparing dB to PSI
  - PSI and dB correlate to each other; they are not exactly the same but very close
  - If you know one, you can figure the other

#### Sound as it relates to dB and PSI

PSI	0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9
0	150.8	156.8	160.3	162.8	164.7	166.3	167.7	168.8	169.8	
1	170.8	171.6	172.3	173	173.7	174.3	174.8	175.4	176.3	176.3
2	176.8	177.2	177.6	178	178.4	178.7	179	179.4	179.7	180
3	180.3	180.6	180.9	181.1	181.4	181.6	181.9	182.1	182.3	182.6
4	182.8	183	183.2	183.4	183.6	183.8	184	184.2	184.4	184.6
5	184.7	184.9	185.1	185.2	185.4	185.6	185.7	185.9	186	186.2
6	186.3	186.5	186.6	186.7	186.9	187	187.1	187.3	187.4	187.6
7	187.7	187.8	187.9	188	188.1	188.3	188.4	188.5	188.6	188.7
8	188.8	188.9	189	189.1	189.2	189.3	189.4	189.5	189.6	189.7
9	189.8	189.9	190	190.1	190.2	190.3	190.4	190.5	190.6	190.7
10	190.8	190.9	191	191.1	191.2	191.3	191.4	191.5	191.6	191.7

### Oakland Police Department Tactical Operation Distraction Devices

#### Blast Pressure (Overpressure)

- 5 psi possible eardrum rupture
- 15 psi 50% possible eardrum rupture
- 30-40 psi possible lung damage
- 50 psi severe lung damage
- 130-180 psi 50% possible death
- 200-250 psi 100% possible death

## SECONDARY BLAST PRESSURE EFFECTS

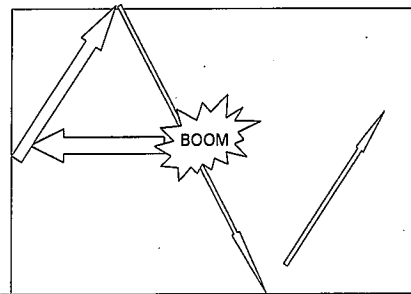
### Secondary Effects of an Explosion

- Reflection
- Focusing
- Shielding

### Secondary Blast Pressure Effects

- Reflection
  - Explosives take the path of least resistance
  - If the pressure cannot knock a barrier down, it will bounce off of it.
  - The pressure wave will gradually disseminate or be absorbed by other materials such as drapes, curtains, and furniture.

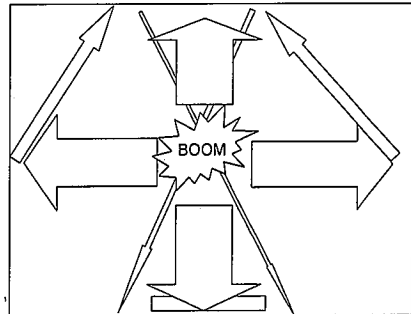
### REFLECTION



### Secondary Blast Pressure Effects

- Focusing
  - Explosives take the path of least resistance and will find the easiest way out
  - The full effect of the device will be felt at any exit point, plus the duration will be longer with a diminishing pressure wave
  - This diminishing pressure wave will usually not be noticeable to an individual

### FOCUSING



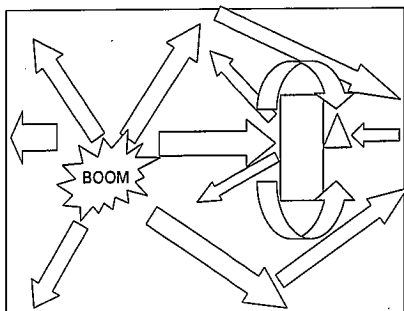
Device produces 10psi and creates excessive overpressure (not a CTS device)



### Secondary Blast Pressure Effects

- **Shielding**
  - A person in the open will feel the full force effect of the explosion
  - Any medium between the device and the subject will diminish some of the effect
    - This does not mean the subject will not get any of the blast pressure wave; however, it will not be the full force
  - Reflection and the 'fill in' will have some effect on a shielded subject

### **SHIELDING**



### Psychological & Physiological Effects

- **Psychological** = The bang (sound)
  - Sound creates a sensory overload resulting in:
    - Human fear or instinct of being surprised by a loud sound; creates the syndrome known as fight or flight
    - Confusion
    - Disorientation

### Psychological

**Psychological** = The bang or loud sound from a flash bang

- Recovery is usually quick, within seconds
  - Their ability to reason and react may be affected
  - A Person's psychological state of mind may alter their natural reaction
- Suspect may not be affected
  - If they are under the influence of drugs
  - If they are mentally disturbed

### Physiological

**Physiological** = Exposure to the flash or bright light from a flash bang

- Light = creates temporary visual impairment
- Residual effect dependent on
  - Light Power of device - candela
  - Suspects focusing on device or area - shielding may be an issue
  - Suspects physical and psychological condition
- Can have effects on Assault Team
- Vision recovery in 2-30 minutes
  - 2-10 minutes: some night vision recovers
  - 20-30 minutes: full "normal" night vision recovers

### Physiological

**Physiological** = Light and sound comparisons

- Recommend a flash bang minimum 1 million Candela
- SureFire 6 = 10 - 15,000 candela
- Flash bulb = 50,000 - 100,000 candela

**Physiological** = Sound

- Exposure to dB above 50 may cause hearing loss
  - Multiple unprotected exposures (training) may cause hearing loss

### Psychological & Physiological Effects

**Physiological** = The flash (Light)

- CTS Model 7290 = 6 - 8 million candela
- Duration of flash = 50 milliseconds (one-fourth of the time to blink an eye)
- Lens covers to save night vision
  - Amber - Blue - Green - Red

### Oakland Police Department Tactical Operation Distraction Devices

In the early 1970s the 22 SAS (Special Air Service) were the first to develop and use flash bangs in Counter Terrorist (CT) Operations

- These devices were designed for the SAS at the research center Porter Down in the UK
- The SAS, in turn, trained Special Operations Units in several other countries in the use of flash bangs for CT Operations, including U.S. Special Operations Units
- U.S. Police agencies adopted the use of flash bangs from the military

### OPERATIONS THAT INFLUENCED THE USE OF FLASH BANGS IN THE U.S.

Israeli Military  
3 July, 1976

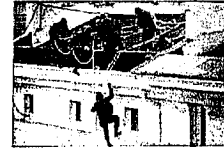
- Entebbe, Uganda
  - Operation Thunderbolt
  - AKA Operation Thunderball
  - Later renamed Operation Yonatan for the only Israeli Commando killed in the operation (the commander)
- Air France aircraft skyjacked by Palestinian (PLO) terrorists (Pilots and Crew chose to stay with hostages)
- 104 hostages rescued
  - 1 hostage killed by the rescue force

**Oakland Police Department Tactical Operation**  
**Distraction Devices**

- GSG 9  
17 October, 1977 (Bundesgrenzschutzes)
- Mogadishu, Somalia
  - "Operation Feuerzauber" (Operation Fire Magic)
  - German Lufthansa aircraft skyjacked
  - A bonfire was set as a ruse to draw the terrorists to the cockpit of the aircraft
  - Two British 22 SAS soldiers accompanied GSG 9 for the assault
    - They deployed a two flash bangs under the Aircraft to initiate the assault

22 SAS  
5 May, 1980

- London, England
- Iranian Embassy (Princess Gate - street name)
- 'Operation NIMROD'



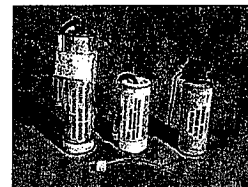
"Operation NIMROD" - the Iranian Embassy

**Oakland Police Department Tactical Operation**  
**Distraction Devices**

Retaking of hijacked French Airliner - 1994

Family of Military Simulators

- M115A2 Ground Burst (Artillery) Simulator
- M116A1 Grenade Simulator
- M116A1 Modified Grenade Simulator



Oakland Police Department Tactical Operation  
Distraction Devices

Fuse vs. Fuze

Military simulators used two types of initiators

- Fuse - a pyrotechnic initiator such as the M3A1 friction fuse on the M115A2 and M116A1 simulators.
  - A firecracker is an example of a fuse
  - Fuse is pyrotechnic in nature
- Fuze - a mechanical initiator such as the M201 and M201A1
  - The M201 and M201A1 are the most commonly used type initiators on flash bangs and Chemical Grenades in Law Enforcement

Oakland Police Department Tactical Operation  
Distraction Devices

M115A2 Ground Burst Simulator

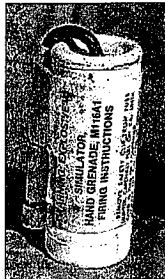
- AKA: Artillery Simulator
- Never considered for use in law enforcement
- M3A1 friction fuse initiator
- It has a 10-12 second delay
  - 6-10 seconds: a whistle will sound for 2-4 seconds
  - 8-14 seconds: it will explode
  - 60 grams of flash powder
  - 138 dB @ 75 feet



Oakland Police Department Tactical Operation  
Distraction Devices

M116A1 Hand Grenade Simulator

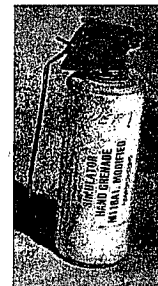
- M3A1 friction fuse initiator
- It has a 6 - 12 second delay
- One of the first devices used as a flash bang in the U.S. by military and police
- 38 grams of flash powder
- 125 dB @ 75 feet



Oakland Police Department Tactical Operation  
Distraction Devices

M116A1 Modified Hand Grenade Simulator

- Developed in the mid 1970s for U.S. Military Special Operations units
- M201A1 Fuze replaced the M3A1 Friction Fuse
  - M201A1 has a 1.5 second average delay
  - 18 grams of flash powder
- Used by several LE agencies as their first FB
  - LAPD took the M116A1 - Modified and downloaded half the powder



Oakland Police Department Tactical Operation  
Distraction Devices

Separating Sub-munitions

- One of the first devices commercially made for military and Law Enforcement in the U.S.
- The explosive charge is kicked out and away from the body to avoid fragmentation from the Fuze

Oakland Police Department Tactical Operation  
Distraction Devices

Separating Sub-munitions

- Shermly (British)
  - Used by 22 SAS and British Police Special Armed Units such as London Metropolitan Police D11 (now known as CO19)



### Separating Sub-munitions

- **Kilgore** was one of the first made in the U.S.
- It was a copy of the British Shermly (Green Meany).
- The Kilgore body is a hard plastic
- After several lawsuits from injuries, the company stopped producing them.

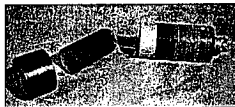


### Separating Sub-munitions

- **Accuracy Systems** (owned by Chuck Byers) was the premier distributor of flash bangs in the 1980s.
- Accuracy Systems made a wide array of flash bang Munitions to include the Sting-ball, Multi-bangs, Star Flash, Thunder Strip and 12-gauge flash bangs
- Accuracy Systems was sold and became Precision Ordinance
- Precision Ordinance ceased to exist upon the passing of the owner (Michael Rowe) of the company
- Some of the Accuracy/Precision munitions are now manufactured and sold by ALS

### Separating Sub-munitions

- **Accuracy Systems**



### Separating Sub-munitions

- **Accuracy Systems Multi-Bang**



### Separating Sub-munitions

- **F.A.C.T.S. First American Counter Terrorist System**
- A rubber boot held the sub-munitions in place
- The Safety Lever was coded for the munitions
  - Bumps on the lever indicated a multi-bang
  - Red indicated star flash-type munitions
- This company no longer exists



### Separating Fuze Munitions

- The Fuze assembly separates from the body which contains the explosive charge (used on Sting-ball and Tear-ball)
- This is to avoid fragmentation of the Fuze



### Separating Fuze Munitions

- SWAT-T developed by Martin Electronics



### Separating Fuze Munitions

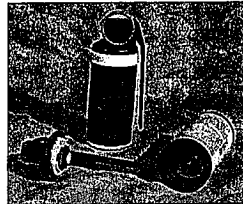
- SWAT-T developed by Martin Electronics
  - The SWAT-T body was made of a hard plastic leading to several injuries. It is no longer sold in the U.S.



### Oakland Police Department Tactical Operation Distraction Devices

#### Separating Fuze Munitions

- Mark 141 developed by Ensign Bickford
  - Sold to Pyrotechnic Specialties, Inc. (PSI)
  - No longer sold, but may still be in agency use



#### Separating Fuze Munitions

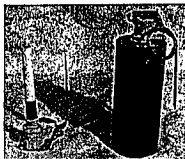
- NICO is a German company that makes several types of flash bangs, including a separating fuze munitions with 6, 7 or 9 charges



### DEVELOPMENT OF FLASH BANGS

#### Metal Canister flash bangs

- The first Metal flash bang body was made for Accuracy Systems by Defence Technologies.
- This was the M400 Sergeant Trainer, designed to be a reusable canister for training only



### DEVELOPMENT OF FLASH BANGS

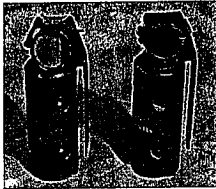
#### Metal Canister Flash Bangs

- Defense Technology Inc. took the Sergeant Trainer idea and developed the Number #25 Distraction Device
- Several other companies have designed metal non-bursting canisters
- CTS developed the Model 7290
  - Discussed in detail later



### Metal Canister Flash Bangs

- NICO = Sound Flash Device
  - This device can be loaded with one or two reports



### Metal Canister Flash Bangs

- BAE (Def-Tec) #25 Distraction Device
  - Reloadable and non-reloadable
  - 15 grams of flash powder
  - dB - 174.5/psi 1.63
  - Candela - 6 - 8 million



### Metal Canister Flash Bangs

- ALS
  - ALS09NR
    - 169 - 174 dB
  - ALS4140
    - ALS09 Fuze/Reload



### CTS Model 7290

- Non-reloadable device
  - No cleaning of used body
  - No handling unprotected explosive reload charges
  - No tools (cleaning kits, wrenches or taps) are needed



### Nomenclature of CTS Model 7290

- Steel body
  - 10 vents on top and bottom
  - Weight 7290 = 1.21 lbs. (550 grams)
  - Weight 7290M = .92 lbs.
  - Height 6.0"
  - Diameter 2.0"



### CTS Model 7290 and 7290M

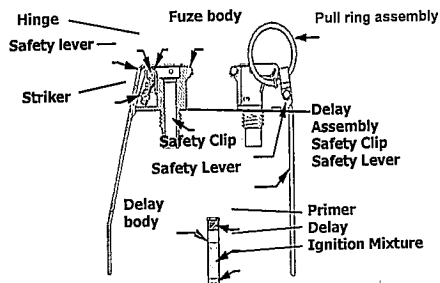
- Explosive charge
  - 8 grams of Flash Powder
  - PSI = 1.63
  - dB = 174.5 dB at 5 feet
  - Candela = 6 - 8 Million
- Fuze M201 with safety clip
  - Delay time  $1.5 \pm .3$  seconds
  - More precise than the M201A1



### The CTS M201 fuze

- Delay time is  $1.5 \pm 0.3$  seconds
- Mil-spec is 0.7 to 2 seconds
- Greater corrosion resistance (withstands 96 hours of salt water spray)
- The body is made of cast zinc alloy
- Hinge pins are hardened stainless steel

### CTS M201 FUZE Nomenclature



### CTS Model 7290

- Shelf Life 5 years
- Shipping classification 1.4G
- Packaging 12 per box
- Requires ATF approval



### CTS Model 7290 and 7290M

- Expended Model 7290 bodies are not to be reloaded in any form or fashion
- CTS recommends that spent Model 7290 bodies that are not to be used for training be destroyed in any method that will disable further use
  - Destroying the fuze well threads or sawing the unit in half are both accepted means of accomplishing this

### CTS Model 7290TM Training MINI BANG

Function and performance same as the 7290M

- Smaller in size - 1.5" in Diameter
- Weight: 420 grams



### CTS Training FLASH BANGS

Designed to give law enforcement and corrections a low-cost/low-output level training flash bang

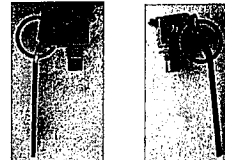
- Blue steel reusable body (Model 7290T)
- Can be reused indefinitely



### CTS Training FLASH BANGS

Reloadable with blue fuze (Model 201FB)

- The Model 201FB has an output of 100 dB
  - Allows for training in areas that full powered flash bangs cannot be used
- Both fuze and body are left hand threads
- Fuze cannot be loaded by turning to the right



### Training with Used 7290

Once deployed, the CTS 7290 can be cleaned, rearmed with the safety lever and a pull pin and used as a training aid

- Spray paint or tape to indicate a training device

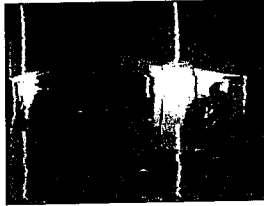


### Fire

- There is always a potential for fire when combustible materials are near the explosion site
- The Thermal Event of a flash bang can give off heat in excess of 3000 degrees Fahrenheit (CTS flash bang is measured at 2700 degrees).
- Fire extinguishers should always be carried by tactical teams or field force (riot control) units.

#### Fire following deployment of flash bang

- Operation in Albuquerque, NM



#### Glass windows / doors

Overpressure can break and blast glass out or in, especially if it has already been weakened



#### Projectiles or Fragmentation

- Debris from the ground may be picked up and ejected toward personnel
  - Glass
  - Gravel, rocks



#### Glass windows / doors

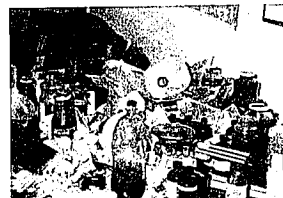


#### Explosive Materials

- In a business area
- In a garage
- Meth and crack labs
- In a residence

#### Explosive Materials

- Meth Labs
- Gasoline/Propane/Oxygen Bottles



### Hostages or Innocent Third Person

- The age of individuals need to be considered if a flash bang is going to be deployed
  - Infants
  - Children
  - Elderly
- Injuries are likely if a flash bang is deployed to close to an individual (innocent 3<sup>rd</sup> person, suspect or officers)

### Potential Hazards to Individuals

Burns to subjects, innocent 3<sup>rd</sup> persons or officers



### Blast Pressure (Overpressure)

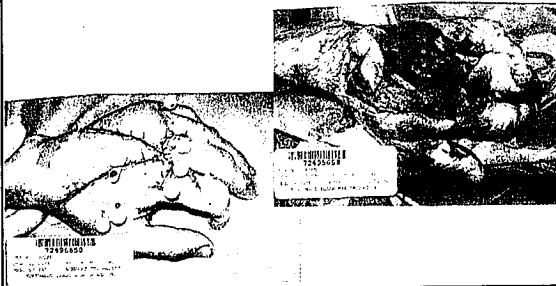
- May cause severe injuries if in close proximity



### Blast Pressure (close proximity)

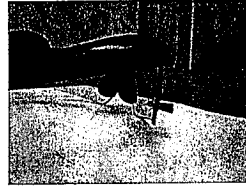


### Blast Pressure (close proximity – Officer grabbed device)



### Safety Equipment

- Goggles / Glasses / Mask



### Safety Equipment

#### Equipment and Uniform

- All parts of the body should be protected

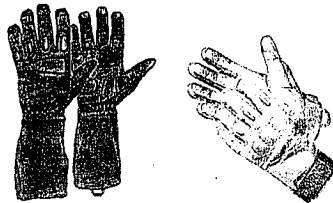


- Helmet
- Balaclava
- Ear protection
- Gloves



### Equipment and Uniform

- Gloves
- Nomex
- Kevlar
- Leather



### Safety Equipment

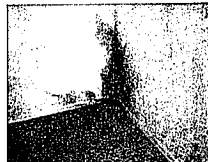
#### Carry Positions

- Vest
  - *Never on the front of the torso - sympathetic explosion*
  - Back of vest
  - Pull pin towards inside
- Leg Pouches
  - Protection
  - Pin towards inside flap



### Equipment - Fire Extinguishers

- A large extinguisher should be carried on all operations
  - Can be staged at the entry point
  - Utility Bag with team
  - Several Team Members could carry smaller extinguishers



### Safety Equipment – fire extinguishers







**BATFE requires notification upon destruction (use) of all Flash Bangs**

- This is normally done by shipment of lots on your **ATF Form 5**
- Call ATF before sending your notification in for instructions
- You are required to keep the records – forever

**REMINDER TO LAW ENFORCEMENT AGENCIES**

The ATF F-5 enclosed along with the packing list approves the transfer and registration to your department of destructive devices known as Flash Bangs.

These devices are registered by serial number with the Bureau of Alcohol, Tobacco, and Firearms (ATF) under the National Firearms Act.

Please notify ATF upon the use of these devices so that the National Firearms Act registration and Transfer Record (NFRTR) can be updated to show their expenditure.

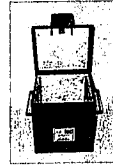
You should mail any notification of use of the device to:

Bureau of Alcohol, Tobacco, & Firearms  
National Firearms Act Branch  
650 Massachusetts Avenue  
Washington, DC 20226

Thank you for your cooperation. If you have any questions, please call (202) 927-8330.

**BATFE regulates storage of all explosive materials**

- As ATF regulations can change (and do) you should contact BATFE to ensure you are in compliance.
- Also check with state and local regulations for storage
- A Type 2 magazine is considered acceptable for storage at your agency for less than 50 pounds of high explosive material



**BATFE and US DOT classify flash powder as a high explosive for transportation purposes**

- A **Type 3 Magazine** is considered suitable for transporting Flash bangs (50 pounds or less) to and from an agency's storage facility
- Storing in trunks of vehicles is not advisable
- Humidity is the number one destroyer of flash powder



**BATFE and US DOT classify flash powder as a high explosive for transportation purposes**

- For transportation or storage of a small amount of Flash Bangs, ammo cans could be used
- Recommend keeping devices in cardboard shipping tubes



**Court Rulings Involving Use of Flash Bangs**

- Flash bangs in one form or another have been used for nearly 40 years in tactical operations
  - First used by the military or elite specialized teams
  - Flash bangs have been in use by law enforcement in the U.S. since the early 1980s
- **Langford v. Gates** – CA Supreme Court 1987
  - The first challenge to the use of a flash bang
  - The flash bang was used in conjunction with a motorized battering ram to gain entrance to a fortified location

### Court Rulings Involving the Use of Flash Bangs

#### • Langford v. Gates

- Ms. Langford was killed in a LAPD narcotics search warrant by a M16A1 Modified.
- Court ruled the use was justified due to lengthy planning and training by LAPD, and because the deploying officer 'looked' before throwing the device
- This incident is where the "look before deploying" practice came into tactical deployments
- Since Langford v. Gates, there have been numerous court decisions regarding the use of flash bangs. Most of the decisions have upheld their use. However, in recent court rulings there have been warnings regarding overuse or abuse of flash bangs by law enforcement

### Court Rulings Involving the Use of Flash Bangs

- Langford v. Gates – CA Supreme Court 1987
- Garcia v. State of Texas – TX Court of Appeals 1992
- Jenkins v. City of Topeka – 10<sup>th</sup> Circuit 1996
- U.S. v. Meyers – 10<sup>th</sup> Circuit 1997
- Nina and Eugene Kirk – 10<sup>th</sup> Circuit 1999
- Boyd v. Benton County and City of Corvallis – 9<sup>th</sup> Circuit 2004

### Court Rulings – Warnings

- Some of the warnings expressed from the courts are:
  - Use with children present (warrant)
  - Use with innocent third party or persons present
  - Excessive use or unnecessary use
  - No fire extinguishers carried
  - Throwing "blind" into a room
  - Injuries or death to inhabitants
  - Failure to train
  - Deliberate indifference
- Devices should only be used by trained-certified officers
- Deploy with a line of sight where the device will land

### Court Presentation

- Know your agency's flash bang or use-of-force policy
- Know your device – the opposition's attorney will
- Study the case prior to testimony, deposition or on the stand
  - Read all reports
- Be prepared to defend your tactics with explanation to lay persons

### Legal Considerations

#### STUN GRENADE CONVINCED JURY

TEMPE, Ariz. (AP) — A jury in a federal court in Arizona has found that the use of a stun grenade by a police officer was justified in a shooting that killed a man.

The officer, Officer Robert J. Smith, was charged with the murder of a man named Robert J. Smith. The jury found that Officer Smith's use of the stun grenade was justified because he had a reasonable belief that the man was armed and dangerous.

The jury also found that Officer Smith's use of the stun grenade was not excessive force. The jury heard testimony from Officer Smith and from a witness who saw the officer throw the device.

The case was brought to court after a series of appeals. The jury's decision is the final one in the case.

### Proper Grip

- Right hand – hold the device fuze up with the safety lever in the web of the hand between the thumb and trigger finger
- Fuze and safety lever should be aligned with the arm
- Ensure no part of the hand covers any ports



### Proper Grip

#### Left Hand

- Military Method – hold the device fuze down with the safety lever in the web of hand between the thumb and trigger finger
- Fuze and safety lever should be aligned with the arm
- Ensure no part of the hand covers any ports



### Proper Grip

#### Left Hand

- Alternate Method – hold the device fuze up with the safety lever in the web of the hand between the thumb and trigger finger (same as right-handed)
- Fuze and safety lever should be aligned with the arm
- Ensure no part of the hand covers any ports

### Preparing Device for Deployment

- The CTS M201 does not have to be “prepared” for deployment
- Devices from other companies may require straightening the pin into a “V” shape before pulling it
- Once a device pin has been straightened, it should be destroyed after operation or in training ASAP according to Team SOP

### Pulling the Pin Right-Handed (Fuze Up)

- Place the left hand middle finger into the pull ring in an ‘upward’ motion
- Turn the pull ring ¼ turn ‘clockwise’ to disengage the safety clip
- Pull the ring out of the device and deploy



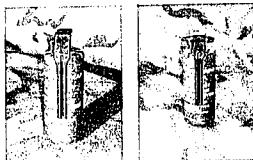
### Pulling the Pin Left-Handed – Military Method (Fuze Down)

- Place the right hand middle finger into the Pull Ring in an ‘downward’ motion
- Turn the pull ring ¼ turn ‘clockwise’ to disengage the safety clip
  - Use the thumb as an assist
- Pull the ring out of the device and deploy



#### Retaining Pin vs. 'Ditching' Pin

- Have a team SOP
- Spare pin in or on vest
- Safety pin, MK-9 pin or tape
- Pulled pins are difficult to reinsert and trying to reinsert a pin is not recommended



#### Flash Bang Poles

- A very safe and controlled way of deploying a flash bang device
- Less chance of injury to persons
- Less chance of fire

#### Flash Bang Poles

- Manufactured
  - Several companies make flash bang poles
- Improvised
  - Fireman's Pike Pole
  - Painters pole (extendable)
  - Ensure flash bang is perpendicular to pole (officer)
  - Safety ring must be prepped for deployment
  - Wire/cord to pull safety ring out
  - Tape body securely to pole
    - Must use steel body device
  - Do not use Separating Fuze Munitions

#### Flash Bang Poles

- Deployment
  - Outside a window
  - Inside buildings – glass
  - Excellent for second and third-story deployments

#### Methods of Deployment

- Team Stacked
  - Deploying officer prepares device, then moves up on safest side (guns)
  - Deploying officer puts hand on #2's shoulder
    - Shows #1 device
  - #1 Nods to acknowledge "Ready"
  - Device is deployed and deploying officer steps out of way of entry team

### Methods of Deployment

- Inside stack or outside stack
  - Where are officers guns pointed?
    - Toward wall
    - Away from wall
    - Have SOP for verbal and non-verbal commands

### Methods of Deployment

- SAS (Military)
  - #1 signals for bang
  - #2 prepares, shows #1
  - #1 Nods
  - #2 throws bang over #2's shoulder into room
  - #2 follows #1 into room

### Methods of Deployment

- All entries are made after explosion of device  
(Do not enter until it goes off)
  - Low Order - back it up
  - Dud - back it up
- Mechanical breachers must be protected
- Ballistic breachers can protect deploying officer

### Methods of Deployment

- #1 Officer may elect to cover his eyes from the effects of flash
  - The flash will affect officer's vision as well as those inside
- Closing an eye or both eyes does not stop the effects of 6-8 million candela (CTS Model 7290)

### Disposal (Dump) Site in a "No Bang" or "Bang Out" Situation

- When the flash bang cannot be deployed in building
- Safe site to "Dispose" or "Dump"
  - Outside - clear area
  - Room - previously cleared

### Disposal (Dump) Site in a "No Bang" or "Bang Out" Situation

- Signal Team: "bang is being deployed"
  - Verbal - "bang going off" or "bang out"
  - Non-verbal = show bang in air
  - Do not dispose of a flash bang as teams are entering rooms
  - Sympathetic shooting
- May hold flash bang for possible use in next room

### Tactical Situation Failure (Dud)

- If practical, immediately deploy another device
- Continue assault

### Operational Rendering Device Safe

- Replacing pin (*not normally recommended*)
  - Straight – new or worked pin
  - Spread – placing one prong of pin through fuze
- Tape
- Safety pin
- Dispose of ASAP according to SOP "Render Safe Procedures"

### Causes for a Failure

- Operator error
- M201/M201A1 malfunction
- Explosive charge degraded

### Causes for a Failure

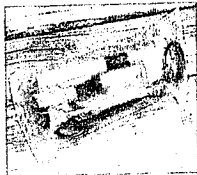
- Operator Error
  - Operator forgets to pull the safety ring out
    - This can happen in a stress situation
    - Training is the key to rectify this error
  - The safety ring is pulled but with a broken pin left inside the device
  - The safety ring is twisted too much or pulled at a severe angle, causing the pin to break in the middle

### Common causes of low order detonation or deflagration

- Improper storage resulting in moisture contamination
- Improper or insufficient initiator
- Separation or movement of the fuze from the body
- Deterioration (age) of explosives charge (dropping, shock, poor handling)

### Low Order Explosion

- Humidity – the number one killer of munitions
- Age may degrade effects



### Duds, Misfires or Failures

- Train and be prepared to follow up in tactical operations
  - Make it part of your SOP
- Know and have "Render Safe Procedures" (RSP) in place as part of your SOP
- This might include calling for EOD or bomb squad

### Causes for a Failure

- M201 / M201A1 malfunction is the leading cause for a failure with most companies' munitions.
- Striker - fails to hit the primer hard enough
  - Loose spring or hinge pin
  - The CTS M201 safety clip reduces the chance of the hinge pin failure
- Primer - is bad or no explosive (RDX)
- Delay Element - is bad or no chemical



### Causes for a Failure

- M201 / M201A1
  - Fuze Head
    - The 'housing' or top rails of the fuze may become dented inward and prevent the striker from going forward hard enough to set off the primer.
    - This is called a "Hang Fire"



### Recovering Malfunctioning Munitions

- ONLY properly trained officers should recover and dispose of any unexploded munitions
- Wait 30 minutes from deployment
- Approach wearing protective equipment:
  - Eye protection (goggles/mask)
  - Ear protection (ear muffs)
  - Gloves (heavy)
  - Full uniform (Nomex or cotton)
  - Ballistic shield if available
- Observe from a distance to see if the striker has gone forward or if it is a hang fire

### Recovering Malfunctioning Munitions

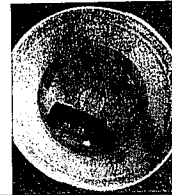
- If a Hang Fire, use a long pole to hit the fuze to send the striker forward
  - If striker goes forward, turn away and wait for device to go off
    - This can be done from behind a ballistic shield
  - If it fails to go off when striker goes forward, wait another 30 minutes to continue (next step)

### Recovering Malfunctioning Munitions

- If not a Hang Fire (or after waiting the 30 minutes from a Hang Fire), pick up the device (not with hands) and place it in a safe container.
- A shovel, if available, can be used to lift the device

### Render Safe

- For the Model 7290, Place the device in a plastic bucket large enough to contain the device and with enough water to completely submerge the device – leave until flash powder is floating in the water
- Do not place the device in a metal container or closed container



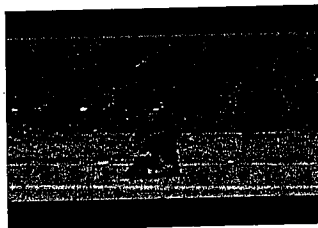
### Render Safe

- For Sting-ball and Tear-ball Grenades, place the device in a plastic container and transport it to the place for destruction.
- Render safe by shooting with rifle or 12-ga. slug
- Do not place the device in a metal container or closed container
- Placing the Sting-ball and Tear-ball Grenades in water will not destroy the flash powder

### Transporting Malfunctioning Munitions

- If possible, transport the device to a safe location for immediate destruction
  - Range
  - Fire Department or EOD burn facility
- If possible, transport in an open end truck bed
- Do not transport in cab of vehicle
- If not practical to destroy at that time, transport to safe storage area for storage until it can be destroyed
- In all cases, follow the manufacturer's RSP

### Render Safe Procedure – Sting-ball



### Render Safe Procedure – Method #2 for 7290 shoot FB Body with a .223 or larger





### Storing Malfunctioning Munitions

- If munition is to be stored for 24 hours
- Place munitions in safe location
  - Leave CTS Model 7290 and 7290M in water
- Keep in a preferably fenced or gated area until munitions can be destroyed

### RENDER-SAFE PROCEDURES

#### Document All Failures

- Enter on accountability log form
- Contact manufacturer to advise them of the failure

### Equipment Needed for Range Training

- Eye protection
- Ear protection
- Hat or helmet
- Gloves (if throwing grenades or flash bangs)
- Guns or launching platform (12 ga., 37mm or 40mm)
- Can/trash bag

### Equipment Needed for Range Training

- Protective masks
- Body armor
- Weapons or blue guns
- Rams, sledgehammer, pry bars or other breaching tools
- Fire extinguisher

### Oakland Police Department Tactical Operation Distraction Devices

#### Practice Making Entries w/Flash Bangs

Once a flash bang goes off, team members must be prepared to make entry

- Entry must be coordinated to cover each other



## TACTICAL DEPLOYMENT

### Practice Various Scenarios

- 3-man stack
- 5-man stack
- With a ballistic shield



## TACTICAL DEPLOYMENT

### Practice Various Scenarios

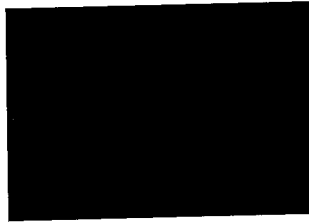
- "Bang out" or "No Bang"



## TACTICAL DEPLOYMENT

### Practice Prior to Running Actual Raid

- Team practiced 8 hours prior to this second-story entry



### Finding Guidelines:

1. All allegations of misconduct are addressed.
2. Discrepancies are identified and resolved.
3. Assessment of Constitutionality of stop.
4. Must be clearly established for allegation to be deemed Unfounded.
5. He said/She said is not sustained absent physical evidence or independent credible witnesses.
6. Number of officers = one person. Two or more officers, absent physical evidence or independent credible witnesses, does not tip preponderance scale.
7. If lapel camera available and not used according to policy, finding is Not Sustained.

### Cases for me to review:

1. Retaliation
2. AI 71
3. Sustained
4. Level 2 or 3 Use of Force Investigations
5. Internally generated cases
6. High-profile cases

# OPD 12 Gauge Drag Stabilizers Less Lethal Rounds

TACTICAL OPERATIONS TEAM					
Last	First	Ser #	Title	12 Ga Less Lethal / 37 MM Quals	Re-Qual Date
Alaura	Brian	8396	Police Officer (PERS)	6/7/2011	6/7/2013
Beaver	Michael	8095	Sergeant of Police (PERS)	6/7/2011	6/7/2013
Burke	Dave	8506	Police Officer (PERS)	6/7/2011	6/7/2013
Fraizer	Evan	8530	Police Officer (PERS)	9/27/2011	9/27/2013
Fukuda	John	7693	Police Officer (PERS)	6/7/2011	6/7/2013
Gonzales	Patrick	8151	Sergeant of Police (PERS)	6/7/2011	6/7/2013
Holmgren	Roland	8282	Police Officer (PERS)	6/18/2010	6/18/2012
Hughes	Martin	7670	Police Officer (PERS)	6/7/2011	6/7/2013
Johnson	Casey	8517	Police Officer (PERS)	6/7/2011	6/7/2013
Jones	Anwawn	8596	Police Officer (PERS)	6/18/2010	6/18/2012
Leal, Jr.	Alan	8587	Police Officer (PERS)	6/7/2011	6/7/2013
Leite	Michael	8594	Police Officer (PERS)	6/7/2011	6/7/2013
Low	Lawrence	7732	Police Officer (PERS)	6/18/2010	6/18/2012
McGiffert	Matthew	8443	Police Officer (PERS)	6/7/2011	6/7/2013
McGuinn	Joseph	8161	Police Officer (PERS)	6/18/2010	6/18/2012
Perez-Angeles	Eriberto	8803	Police Officer (PERS)	6/7/2011	6/7/2013
Porritt	Gregory	8228	Police Officer (PERS)	6/7/2011	6/7/2013
Reilly	Michael	7672	Sergeant of Police (PERS)	6/18/2010	6/18/2012
Roche	Robert	8580	Police Officer (PERS)	6/18/2010	6/18/2012
Ross	Michael	8049	Police Officer (PERS)	6/18/2010	6/18/2012
Sansone	Christophe	8140	Sergeant of Police (PERS)	6/7/2011	6/7/2013
Saunders	Christophe	8254	Police Officer (PERS)	6/7/2011	6/7/2013
Sotto	Thomas	8559	Police Officer (PERS)	6/18/2010	6/18/2012
Tarum	Shane	8645	Police Officer (PERS)	6/18/2010	6/18/2012
Uu	Frank	7472	Police Officer (PERS)	6/7/2011	6/7/2013
Wingate	Randell	7986	Sergeant of Police (PERS)	6/18/2010	6/18/2012
SNIPERS					
Last	First	Ser #	Title	37 MM /12 Ga Less Lethal Quals	Re-Qual Date
Christensen	Bruce	8395	Police Officer (PERS)	6/7/2011	6/7/2013
Garcia	Victor	8322	Police Officer (PERS)	6/7/2011	6/7/2013
Martin	Todd	8123	Police Officer (PERS)	6/7/2011	6/7/2013
Millington	Sekou	8393	Police Officer (PERS)	6/7/2011	6/7/2013
Moore	Robert	8051	Police Officer (PERS)	6/7/2011	6/7/2013
Perrodin	John	8185	Police Officer (PERS)	6/7/2011	6/7/2013
Seder	Scott	8532	Police Officer (PERS)	6/7/2011	6/7/2013
Smoak	Jeffrey	8786	Police Officer (PERS)	6/7/2011	6/7/2013
Tedesco	Anthony	8663	Police Officer (PERS)	6/7/2011	6/7/2013
Thompson	Kenneth	7385	Police Officer (PERS)	6/7/2011	6/7/2013
Ziebarth	Martin	8281	Police Officer (PERS)	6/7/2011	6/7/2013

# OPD 12 Gauge Drag Stabilizers Less Lethal Rounds

Last	First	Ser #	Title	12 Ga Less Lethal / 37 MM Quals	Re-Qual Date	
Jenkins	Fred	7853	Police Officer (PERS)	6/7/2011	6/7/2013	
			<b>COMMAND / SUPPORT</b>			
Last	First	Ser #	Title	37 MM /12Ga Less Lethal Qual Da	Re-Qual Date	
Poirier	Michael	7548	Sergeant of Police (PERS)	6/18/2010	6/18/2012	
Alexander	Blair	7990	Lieutenant of Police (PERS)	4/24/2009	4/25/2011	
Burch	Martin	8713	Police Officer (PERS)	5/19/2009	5/19/2011	
Crum	Omega	8413	Police Officer (PERS)	6/18/2010	6/18/2012	
Green	Phillip	8012	Sergeant of Police (PERS)	6/7/2011	6/7/2013	